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> 04/28/95 STR 1117 "The Original * Independent * OnLine Magazine!"
   """"""""""""""""""
- STR INDUSTRY REPORT   - MS Wine Guide   - SYSOP NEWS Offer
- OPEN TRANSPORT SHIPS   - HP admits WS BUG   - CHILD MATH
- HP Cuts Notebook $$ - SCSI TIDBITS   - DELRINA UPDATES
- Hover Strike Review   - People Talking   - Jaguar NewsBits

                  -* WIN95 PROMISES FASTER IMAGES! *-
                  -* INTEL TO HALT'486 PRODUCTION! *-
                   -* USROBOTICS NEW VOICE-MODEM! *-

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> From the Editor's Desk   "Saying it like it is!"
   """""""""""""""""""""""

       Monday is May first... April sure went by fast. Spring Comdex has
made the springtime a little bit brighter. The announced new products are
beginning to surface around the country and most folks are delighted. The
BIG news this year is, without a doubt, Internet.

       The WEB, FTP, NEWSGROUPS and server sites have all become "buzz"
words of "where its at" as far as telecommunications are concerned. The
new Telcom programs coming out that are written to take advantage of the
knockout "eye candy" the WEB offers to those accessing the "multitudinous"
pages.

       Spry Mosaic, NETSCAPE and Netcruiser have become favorites of those
accessing the Web's colorful, highly informative and entertaining pages.
Of the three mentioned, NETSCAPE is clearly the most popular at this time.
If you have the opportunity to get a look at the Internet and the WEB,
don't hesitate. It will certainly impress you.

                                   Ralph...

Of Special Note:

       STReport will be branching out further to Internet's userbase in the
very near future. We've received numerous requests to receive STReport
from a wide variety of Internet addresses. As a result, we're putting
together an Internet distribution/mailing list for those who wish to
receive STReport on a regular basis, and we'll UUENCODE each issue and
mail it to you.

       If you're interested in being added to our mailing list, please, send
your requests to either "dpj@delphi.com" or, RMARIANO@DELPHI.COM. Look
for mailings to begin by October first. We are also considering a number
of Internet ftp sites in which to post our issues for as well. Whatever
we can do to make STReport available to you. we'll try it!

        """

  STReport's Staff   DEDICATED TO SERVING YOU!
   """""""""""""""""

IMPORTANT NOTICE

STReport, with its policy of not accepting any paid advertising, has over
the years developed the reputation of "saying it like it really is". When
it comes to our editorials, product evaluations, reviews and over-views,
we shall always keep our readers interests first and foremost. With the
user in mind, STReport further pledges to maintain the reader confidence
that has been developed over the years and to continue "living up to
such".   All we ask is that our readers make certain the manufacturers,
publishers etc., know exactly where the information about their products
appeared.   In closing, we shall arduously endeavor to meet and further

develop the high standards of straight forwardness our readers have come
to expect in each and every issue.

                                    The Staff & Editors

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> STR INDUSTRY REPORT   LATE BREAKING INDUSTRY-WIDE NEWS
   """"""""""""""""""""

                    IBM/POWER-PC/PC SECTION (I)
                    ===========================

                 Computer Products Update - CPU Report
                 ------------------------ ----------
                 Weekly Happenings in the Computer World

                              Issue #17

                   Compiled by: Lloyd E. Pulley, Sr.

              ******* General Computer News *******

>> Microsoft Ships Wine Guide <<

Microsoft Corp. has released Microsoft Wine Guide, an interactive multimedia guide to nearly 6,000 wines and the world's most famous wine regions.

Hosted by Oz Clarke, winner of the prestigious James Beard award, Microsoft Wine Guide combines tips and insights with an integrated wine reference. A Wine Selector helps users find the right wines for any meal or occasion, says the Redmond, Washington-based software publisher.

Microsoft Wine Guide is available on CD-ROM for the Windows and Macintosh computers. The software sells for $39.95.

>> Epson Sues Over Cartridge Ads <<

Makers of Epson printers have filed federal suit alleging Nukote International Inc. falsely advertises its replacement cartridge for Epson Stylus ink jet printers are "100 percent compatible" and "meet or exceed original equipment specifications."

The suit also alleges Nukote infringes Seiko Epson's patents and uses the Epson trademark on its packaging in a way that misleads buyers.

Director Charles Gunderson of Epson's imaging products unit said in a statement, "Genuine Epson cartridges use patented technology and speci- ally formulated inks to assure high-quality printing and the longevity of Stylus printers and their printheads. We had to file this action to prevent customer confusion and protect the Epson trademark."

>> Apple Ships Open Transport Beta <<

Apple Computer Inc. says it has started distributing the beta version of its new Mac OS networking and communications system -- Apple Open Transport -- to developers and customers worldwide.

The company notes that the software, which is based on industry standards, brings a new level of networking connectivity, control, and compatibility to current Macintosh System 7 and System 7.5 customers. The product also preserves and enhances the hallmark of the Mac OS -- built-in support for easy-to- use networking.

According to Apple, Open Transport provides significant management capabilities, such as new flexibility in setting up network configur- ations. With Open Transport, network managers can determine configur- ation settings for network users or allow the users to determine their own settings. Open Transport also supports the Dynamic Host Configur- ation Protocol (DHCP), which is a new standard that allows network managers to administer addressing and other configuration information for TCP/IP networks from a central location.

Apple notes that Open Transport makes it easy for individual users to switch from one network configuration to another. The software also integrates online help and active assistance, based on Apple Guide technology.

Apple plans to include support for Open Transport in QuickTime

Conferencing, Apple Remote Access, AppleShare, PowerTalk, PowerShare,
the Copland release of the Mac OS and other products.

>> Intel Halting '486 Production <<

   By year's end, to solidify the Pentium chip as its core product,
Intel Corp. says it will have stopped production of most versions of the
80486 microprocessor.

   Reports say that, while no formal timetable for phasing out the '486
has been announced, Intel spokesman Howard High said the company most
likely would make '486 processors only for low-end notebook computers.

Meanwhile:

   -:- AMD spokesman Chuck Mulloy told the wire service, "We think there
is still a very strong demand for '486s. They have left behind an
incremental opportunity for AMD."

   -:- Dataquest analysts predict that about half the PCs sold this year
will have Pentiums, but that Pentium-based PCs will outsell 486-based
machines by nearly 10-1 by the end of 1996.

>> HP Reveals Workstation Bug <<

   Hewlett-Packard Co. says it has discovered and corrected a
manufacturing-process flaw that affects the behavior of some HP 9000
workstations.

   The company notes that the flaw can result in inconsistent system
behavior -- a "system machine check" message or data corruption in fewer
than 20,000 HP systems worldwide. HP adds that the flaw may affect a
small percentage of HP 9000 and HP 3000 servers as well.

   HP is advising owners of potentially affected systems to immediately
contact the HP Response Center or their local sales office for further
information and direction. If it's determined that a system is affected,
HP will incur the costs associated with repair or replacement.

>> Win95 Promises Faster Images <<

   A new technology for its Windows '95 operating system that will make
imagery in games move quicker is expected to be introduced this week by
Microsoft Corp.

   Reports say the technology also includes a way to add pre-recorded
sounds to games and will have a way to create 3-D imagery.

   It's felt that Microsoft's effort may help address an impending
threat from new souped-up video-game machines from Sega Enterprises
Ltd., Nintendo Co. and Sony Corp. The personal-computer industry hopes
to match or exceed performance of those game-only machines with the help
of add-on circuit boards that make animation and three-dimensional
images move more quickly on a regular PC screen.

   The new Microsoft technology for game developers includes DirectDraw,
a set of programming code and specifications that allow them to exploit

those acceleration boards. David Britton, a Microsoft group marketing manager, said the hardware and software can display 70 frames of animation a second, compared with 30 frames on conventional PCs and videogame machines.

A new feature called DirectSound offers an easier way for game designers to add combinations of prerecorded sounds to games, such as gunshots, car crashes and background music.

>> Novell Launches Consumer Push <<

Novell Inc. has unveiled a new marketing initiative that's designed to lead the networking giant into the home software market.

Novell's new PerfectHome brand aims to introduce consumers to an assortment of CD-ROM multimedia software titles that will begin appearing in stores beginning in June and July.

The company has also announced the establishment of a long-term partnership with Bertelsmann. Novell says the alliance will help it augment its international presence by providing new channels for distribution, sales, marketing, manufacturing and product localization.

One of Novell's first home titles is PerfectWorks, an integrated software package that includes a word processor, spreadsheet, database, paint, draw and communications module. The product is set to begin shipping in June

Novell will also release its first entertainment title in June -- Hard Evidence: The Marilyn Monroe Files. Novell says the CD-ROM will let users investigate the death of the superstar and uncover police records and evidence never previously seen by the public.

>> USRobotics Offers New Modem <<

The new Sportster Vi 28.8 Faxmodem from US Robotics Inc. promises to allow PC users to talk and share applications simultaneously over a single analog phone line.

The company is quoted as saying the product is expected to ship early in the second quarter of calendar 1995 with a list price of $399.

>> Lotus Embraces 'Team Computing' <<

Lotus Development Corp. says it is adding "team computing" features to its leading software applications.

The software publisher notes that the technology is designed to improve the productivity of organizations by enhancing the way people communicate, coordinate and collaborate on their work.

The company says unique features built into forthcoming versions of the new Lotus Word Pro word processor, 1-2-3 spreadsheet, Freelance Graphics presentation graphics software, Approach database and Organizer personal and group scheduler will make it easier for people to collaborate on common business tasks such as preparing a budget, writing a business proposal, organizing a sales presentation or scheduling a

group meeting. By automating the process of collecting ideas, distributing drafts for review and consolidating feedback into a final document, these new applications will help people work together and increase the productivity of individuals, teams and organizations, says Lotus.

>> HP Cuts Notebook PC Prices <<

Hewlett-Packard Co. says it has cut prices on its entire range of HP OmniBook notebook computers by up to 15 percent.

Prices on the HP OmniBook 4000 series of color notebook PCs have been reduced by 3 to 15%, with entry-level prices now starting at $2,469 for a model equipped with a 50MHz 486DX2 microprocessor, a 260MB hard disk and built-in sound.

The company has also reduced prices of its high-performance small notebooks by 5 to 10%. HP OmniBook 600 notebook PCs now start at $2,419 for models with a 50MHz 486DX2 microprocessor and a 170MB hard disk.

Prices on a wide range of HP OmniBook PC accessories, including RAM and hard disks, have been reduced by up to 45%. A 260MB hard disk for the OmniBook 600 now costs $582, a reduction of almost $500.

>> Shareware Programs Go Online <<

The Association of Shareware Professionals reports that more than 1,200 shareware programs from its ASP Advantage CD-ROM are now available for downloading on CompuServe's ASP CD-ROM Forum (GO ASPCD).

"CompuServe members can download a wide variety of top- quality games, utilities, educational software and business and financial programs for just pennies," says George Campbell, chairman of the Muskegon, Michigan-based ASP. "Unlike other shareware programs, these programs are written by authors who uphold the ASP's code of conduct, which has many provisions for protecting consumers."

The programs are sorted into 20 categories, including, Business, Communications, Database Applications, Education, Engineering, Finances, Games/Arcade, Games/Windows, Games/Card/Word, Games/Other, Graphics, Home, Music, Programming, Religion/Philosophy, Sports, General Applications, Utilities, Business/Windows and Miscellaneous/Windows.

Consumers also can purchase the ASP-CD ROM directly from the ASP for $24.95 plus $2.50 shipping in the U.S. or $3.50 internationally.

>> Prodigy Names New CEO <<

Prodigy CEO Ross Glatzer, who is retiring next Monday, will be re-placed by Edward A. Bennett, a former cable executive.

Glatzer joined Prodigy in 1986 and was named president/CEO in 1992.

                    SPORTSTER VI 28.8 FAXMODEM WITH DSVD
                    ====================================

U.S. ROBOTICS ANNOUNCES DSVD MODEM Digital Simultaneous Voice and Data
Over a Single Telephone Line U.S. Robotics (NASDAQ:USRX) today announced
the Sportster Vi 28.8 Faxmodem with DSVD. The new product allows PC users
to talk and share applications simultaneously over a single analog
telephone line.

The Sportster Vi 28.8 Faxmodem with DSVD is a true V.34 modem that
incorporates the new DSVD (digital simultaneous voice and data)
communications specification recently issued by a group of leading data
communications companies. Intel's ProShare Premier Edition Softwar
personal data conferencing application, is included with the modem.

The open DSVD standard ensures the interoperability of all V.34 modems
incorporating the specification. Because the specification is digit type
of information that can be exchanged is unlimited, including voice,
graphics, photographs and video. A digital solution also offers
scalability, advanced voice compression and the ability to add new modem
technology at a future date.

The first version of the Sportster DSVD modem is an internal PC model
that is flash ROM upgradable. The first product is expected to ship early
second calendar quarter of 1995 with a list price of $399. An external
model will follow, with price and shipping date to be determined.

"DSVD adds a new dimension to PC-based interactive communication," said
Michael Seedman, vice president and general manager of U.S. Robotics
Personal Communications Division. "The specification delivers on the
collaborative computing over a single telephone line at a very reasonable
price.

"The DSVD standard delivers a wide range of interactive capabilities to PC
users, from desktop conferencing applications to interactive gaming,"
Seedman added.

The companies issuing the open DSVD specification are Intel, Creative
Labs, Hayes, Rockwell and U.S. Robotics. Communications products
incorporating the DSVD standard are expected to be introduced by many of
these companies during 1995.

U.S. Robotics, headquartered in Skokie, Ill., is a leading designer,
manufacturer and marketer of information access systems and products, and
has its Personal Communications Division and Corporate/Systems Division
located in Skokie. Manufacturing operations are located in Skokie, Morton
Grove, Ill. and Salt Lake City, Utah. Other U.S. Robotics companies
include Salt Lake City, Utah-based Megahertz Corporation, focused on
mobile and wireless information access solutions; U.S. Robotics Ltd., with
offices in Slough and Windsor, England; U.S. Robotics, s.a. in Villeneuve
d'Ascq, France; and P.N.B., s.a., based in Suresnes, France.

Please refer reader inquiries to U.S. Robotics at 1-800-DIAL USR

These products are also available in Canada: for editorial information,
please call U.S. Robotics Public Relations. All products mentioned are
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> Frankie's Corner STR Feature
  """"""""""""""""""""""""""""""

The Kids' Computing Corner

                        Brighter Child Math Challenge!
                        ==============================

Windows CD-ROM
for ages six to nine
suggested retail $45

                       American Education Publishing
                    150 E. Wilson Bridge Road, Suite 145
                            Columbus OH 43085
                              800-542-7833

IBM Requirements

CPU: 386   OS: Windows 3.1   RAM: 4 megs   Video: 256 color VGA
CD-ROM: Single speed Misc.: Mouse, sound card

by Frank Sereno

Brighter Child Math Challenge! combines three software products onto one
CD-ROM. The disc includes Math Level One for first grade students, Math
Level Two for second grade students and Math Level Three for third
graders. This trio of math programs features more than eighty exercises.
Skill building begins with number recognition and will advance to basic
geometry. Math problems and concepts are organized to have increasing
difficulty.

The program's interface may prove difficult for inexperienced users and
for beginning readers because it lacks audible help. The interface is so
simple that the user manual consists of two pages. The program has a row
of buttons which allow the user to move forward or backward from the
current lesson, examine a table of contents and jump to an exercise by
clicking on it, read a glossary, check his scores or exit the program.
Help is often available by clicking on a question mark. All math
exercises are explained aloud, but, unfortunately, all help is in text
form. Depending on your child's reading level, he may need assistance.
The program could have used spoken dialog to explain the many math
concepts as well.

Technical assistance is excellent. You have to call long distance, but
calls are usually returned within twenty-four hours. The people at
American Publishing did make an extra effort to assist me in this review

and I appreciate their efforts. To save potential purchasers the cost of
a tech support phone call, I had a problem running Math Level Three. A
Windows file named mci.vbx was outdated. The fix is to rename the file to
mci1.vbx and then reinstall the Math Challenge software.

The math exercises are designed well and should provide a good learning
experience. Math Challenge would be much improved if the program provided
more problems within each exercise and if the problems were randomized.
Each time an exercise is done, the problems are presented in the same
order. This repetition can become tedious and may diminish the amount of
time the child will spend with the program.

Math Challenge has very sparse graphics. The lack of eye-catching
graphics and fascinating animations may cause children to have less
enthusiasm for this product. The program treats sound in the same manner.
The voices are very good, but Math Challenge makes little use of sound
effects or music. Another shortcoming in its sound package is that it
offers little verbal encouragement to the child. Such encouragement is
shown as text or fireworks animations. A parent or teacher can overcome
this problem by encouraging the child while he works with the program.

With little visual or aural enticement, Math Challenge does not have a
high degree of attractiveness to computer savvy children. I believe the
program can be rewarding and that a parent or teacher must give
encouragement to the child to make the program more fun.

American Education Publishing has been producing workbooks under the
Brighter Child label for several years. These books are very good. Math
Challenge is very much like the workbooks. The activities are founded on
sound learning principles, but the programs do not use the full power of
the computer to enhance the learning experience. If a parent or teacher
is willing to work with the child on this program, then I believe Math
Challenge can be very beneficial to young math students.

                              Ratings

                Graphics 6.5
                Sounds 6.5
                Interface 7.0
                Play Value 7.0
                Educational Value ... 8.5
                Bang for the Buck ... 8.0
                Average 7.25

                              ###

            Radical Rex for the Sega Genesis from Activision

Radical Rex is a happening, skateboarding dino. He lives in a cool,
prehistoric land where all the dinosaurs live as hip-hopping vegetarian
brothers. And then one day, a mammal named Skriitch comes along who gives
all the other dinosaurs the evil-eye. Now all Rex's brothers are under
Skriitch's spell and he means to finish the dinosaurs.

Your mission is to guide Rex through battles with enchanted dinosaurs to
foil Skriitch's evil scheme. He has several weapons to aid him in his
quest. He can breathe fire, has an awesome karate kick and his mighty
roar will send his opposition running. Explore five different worlds
featuring different obstacles and opponents! Enjoy the cool music!

Radical Rex is a "cute" platform game. The graphics and gameplay are
suitable for most children. The game should also prove challenging to
most adults. The many characters are expertly animated. The faces are
especially expressive and funny.

The action is fast-paced and furious. Rex can do some hair-raising stunts
on his skateboard. Opponents attack quickly and furiously. You must
develop individual strategies for defeating each enemy. Player control is
very good. Rex is very easy to maneuver, but advancing in some lands is
more difficult than in others.

One shortcoming of Radical Rex is the lack of a save game feature. Once
the machine is turned off or reset, you cannot begin again from your last
point in the game. The game does have a nice feature for saving progress
while playing. Spaced along the game are torches. Simply light each
torch as you pass it and then you will go to the last lit torch if Rex
dies during that game.

Radical Rex is an excellent game for parents to share with their young
children. Children simply adore dinosaurs! The game is fun with simple
controls, yet it can be challenging for adults as well. The game is
filled with humor to make it even more enjoyable.

                              Ratings

                Graphics 9.0
                Sounds 9.0
                Control 8.5
                Fun 9.0
                Bang for the Buck .. 9.0
                Average 8.9

                                ###

Simon & Schuster Interactive announces the release of "I.M. Meen," the
first title in the "Action Learning" series of software products. This
CD-ROM product combines 3-D maze action similar to "Doom" with grammar and
writing lessons. "I. M. Meen" is designed for children ages nine and up.
The program features three levels of difficulty based on third, fifth and
eighth grade reading levels.

The plot of the game is that the player has been lured into the library
and tossed into the dungeon of I.M. Meen. The object of this edutainment
title is for the player to traverse thirty-six dungeon levels. In the
dungeon, he will find more than 150 scrolls which have been poorly written
by librarian Meen. To escape the maze, the child must correct Meen's
spelling, punctuation and grammar errors. Meanwhile, he must avoid hordes
of spiders, skeletons and mad scientists who patrol the dungeon.

"I.M. Meen" promises state-of-the-art gaming combined with fun learning.
Look for a review of this title in a future edition of the Silicon Times
Report.
                                ###

Also on the review docket are Hometime Weekend Home Projects, Richard
Scarry's How Things Work in Busytown, Spellbound!, Super Solvers Gizmos &
Gadgets and Shanghai: Great Moments. As always, I thank you for reading.

                    _____

                    DELRINA ANNOUNCES COMMSUITE FOR NETWORKS
                    ==
                     DELRINA INTRODUCES NEW WINFAX SCANNER

               Enables Enterprise Workgroups, SOHO Users to Access Modems
                  for Both Fax and Data Transmissions Across the Network

COMDEX SPRING, ATLANTA, GA -- Booth 8415 -- April 24, 1995 -- Delrina
Corporation (NASDAQ:DENAF, TSE:DC), the worldwide leader in PC fax
software, today announced Delrina CommSuite<tm> for Networks. CommSuite
for Networks includes a new network communications component -- Delrina
CommServer<tm> -- that supersedes the server component of Delrina's market
leading network fax software, WinFax PRO<tm> for Networks 4.0. CommSuite
for Networks enables workgroups to access and share fax modems across a
local area network for bothfax and data communications. It has a new
DLL-based (Dynamic Link Library) architecture that frees up essential DOS
memory (and system resources), and ensures greater transmission
reliability.

In addition, CommSuite for Networks provides network access to Delrina's
Fax Broadcast<tm> service so users can broadcast faxes to large groups
without tying up network resources. Finally, the new software supports a
broader range of hardware (more than 600 fax modems),
including the full array of GammaLink fax modems. A starter pack of the
network product that includes two copies each of WinFax PRO 4.0 and
WinComm PRO 1.1 with Internet Messenger, and one Delrina CommServer will
be avilable in early June.

CommSuite for Networks, like WinFax PRO for Networks, is aimed at
departmental and enterprise workgroup requirements and for small office /
home office users (SOHO). Both network solutions run on Novell<R>
NetWare<R>, Microsoft<R> Windows<tm> for Workgroups, Artisoft<R>
LANtastic<R>, Microsoft LAN Manager, IBM<R> LAN Server, and virtually any
other IPX or NetBIOS based network. CommSuite for Networks includes all
of the capabilities that the current WinFax PRO for Networks provides, and
adds several essential new benefits.

A Common Modem Pool for Fax and Data Communications

 CommSuite for Networks includes the ability to access and share fax
modems across the network for both fax and data communications. WinFax
PRO for Networks only enabled users to access fax modems for facsimile
transmissions requiring users to add additional hardware and modem pooling
software to provide data communications capabilities. CommSuite for
Networks, however, enables access of all network fax modems for data
transmissions as well. This permits users to access network modems using
WinComm PRO for on-line communications such as connecting to bulletin
boards (like CRS Online), on-line services (such as America Online and
CompuServe), legacy systems through terminal emulation, and the Internet.

DLL-based Technology Frees Up System Resources

CommSuite for Networks is DLL-based, which means that accessing networks
fax modems does not require the pre-loading of memory resident drivers in

DOS. This frees up essential system resources, which become scarce
because of the additional overhead required by network drivers.

Technology Breakthrough For Improved Reliability

Delrina CommServer (the workgroup communications server in CommSuite for
Networks) uses a unique technology to ensure the reliability of fax
transmissions by compensating for network latency. All of the competitive
workgroup solutions today that are based on LAN communication (comm)
re-director technology, are inherently fallible for faxing. This is
because facsimile communications, unlike straight data communications, has
very critical timing requirements and requires a continuous data stream
during transmission. Any delay or miscue in timing of this stream will
cause a fax to fail. Comm re-director technology is dependent on the data
stream being fed to the fax modem through the network and is thus
susceptible to network traffic delays, known as network latency. While
such delays can be measured in milliseconds, the fax protocols are quite
stringent -- fax transmission failures can occur with delays as little as
50 milliseconds. The Delrina CommServer component of CommSuite for
Networks provides for a continuous flow of data, eliminating sensitivity
to network latency, to ensure reliable fax transmissions.

Network Access To Delrina Fax Broadcast Service

CommSuite for Networks offers direct access to Delrina's pay-as-you-use
Fax Broadcast service. The service, which was launched in November 1993,
enables users to broadcast a fax document to up to 10,000 recipients
virtually simultaneously with a single toll free call. Rather than
utilizing network fax modems and phone lines to execute a fax broadcast,
users can easily initiate the broadcast by "clicking" on the broadcast
option built into WinFax from the Send screen dialog. The document, along
with the list of recipients, which the user selects form his or her WinFax
phonebook, is immediately uploaded to the service. The service then
broadcasts to thousands of recipients virtually simultaneously, freeing up
the network for other tasks. Users can then receive a report to verify
that the faxes have been delivered.

Broader Hardware Support Including GammaLink Fax Modems

CommSuite for Networks supports more than 600 fax modems that are
compatible with the Class 1 and Class 2 industry standards, and the Pure
Data SatisFAXtion hardware (formerly Intel SatisFAXtion). The product now
supports the range of GammaLink fax modems from GammaLink of Sunnyvale,
California. GammaLink fax modems are recognized as one of the leading and
most reliable fax hardware devices for mission critical applications.

The Network Fax Ground Swell

Delrina's network fax and communications solution is aimed at enterprise
workgroup and SOHO requirements, which are different from the needs of an
enterprise wide solution. According to Judith Pirani, Sr. Analyst, Image
Communications, at BIS Strategic Decisions of Norwell, Mass., "there is a
distinct market segmentation between the departmental or workgroup
approach and the enterprise wide solution both in terms of marketing and
technical requirements. Typical workgroup solutions, which have grown out
of the pooling of fax modems and relatively inexpensive fax servers, are
aimed at networks of up to 50 users, while the enterprise wide solutions
concentrate on networks of more than 50 users. In terms of market growth,
our studies forecast the fax server market to rise from 72,000 units in
1994 to 461,000 units by 1998. Of this market total, workgroup solutions

will come to represent more than two-thirds of the units shipped."

"WinFax PRO for Networks (and now CommSuite for Networks) has evolved out of the grass roots need of stand-alone users to share their fax modems and phone lines with others in a workgroup environment," said Dave Wilmering, product manager at Delrina. "The spread of this technology is a 'ground-up' decision, which contrasts sharply from the proverbial 'enterprise' fax server, where the decision to provide such a solution is typically a 'top-down' MIS decision." As a result, WinFax PRO for Networks has enjoyed overwhelming success in a market that is still in its infancy. Since its release in November 1993, Delrina has registered over 375,000 WinFax PRO for Networks users making it the world's leading enterprise workgroup fax solution.

Pricing and Upgrade Information

Available in early June, a starter kit of CommSuite for Networks that includes two copies each of the network-enabled WinFax PRO 4.0 and WinComm PRO 1.1 with Internet Messenger (i.e. a network-enabled version of Communications Suite 2.1), plus the new communications server component Delrina CommServer, retails for $549 ($699 Cdn). Delrina will continue to market WinFax PRO for Networks but will upgrade the server component with the new communications technology. The WinFax PRO for Networks starter kit remains $399 ($499 Cdn). Delrina WinFax PRO for Networks (3.0 and 4.0) servers can be upgraded to Delrina CommServer for $29 ($39 Cdn). Delrina is also offering a competitive upgrade for $359 ($479 Cdn). Multiple client packs for 10, 25 and 50 users are also available for fax only (WinFax PRO clients) and for both fax and data (CommSuite clients) users. A 50 user pack of WinFax PRO for Networks retails for $4299 ($5589 Cdn), and a 50 user pack of CommSuite for Networks retails for $5799 ($7799 Cdn). As server capacity requirements expand, users can purchase Delrina CommServer separately for a retail price of $179 ($249 Cdn).

DELRINA INTRODUCES NEW WINFAX<TM> SCANNER

Complete Fax Solution for PC Users Turns Fax Modem
Into Fax Machine and Printer into Copier

COMDEX SPRING, ATLANTA, GA -- Booth 8415 -- April 24, 1995 -- Delrina Corporation (NASDAQ:DENAF, TSE:DC) today announced WinFax Scanner for Windows -- a simple paper input device with the world's best selling fax software -- offering the first complete alternative to the fax machine. The all-in-one-box fax solution incorporates Delrina WinFax PRO 4.0 with Xerox TextBridge document reading technology and a Fujitsu multi-page scanner, allowing individuals to scan, send, edit, file, and copy documents. The result of a venture announced earlier by Delrina and Fujitsu Computer Products of America Inc., the WinFax Scanner will be available in May at an expected street price of US$299 (Cdn$399), including a US$30 (Cdn $50) rebate from Delrina.

"Our customers have been asking us for a way to get rid of their fax machines entirely since we launched WinFax PRO three years ago," said Tony Katz, product manager at Delrina. "Now, coupling the communications power of WinFax PRO with the capability of paper scanning and copying, we've made faxing from a PC even more attractive -- and the stand-alone fax machine virtually obsolete."

WinFax Scanner

The compact (11.5 in. by 4.2 in., 3.5 lbs.) Delrina WinFax Scanner easily
connects to a desktop or laptop computer using a parallel port connector.
A second parallel port on the Fujitsu scanner can be connected to a
printer for copying purposes. The unit operates just like a fax machine
using a 10-page automatic document feeder for hands-free operation and an
"instant on" feature which scans up to six pages per minute from within
any Windows application. Business card to legal size documents can be
input at 100 to 300 dpi resolution, from line art to 256 grayscale.

Once in the WinFax Scanner desktop, scans can be sorted, straightened,
cleaned-up or inverted for better viewing. In the desktop users can also
select buttons to fax, file, edit, OCR, or copy documents. The faxing
function can be preset to be automatically invoked once a document is
completely scanned into the computer. The WinFax Scanner can save scanned
images in more than 25 file formats including BMP, TIFF and PCX.

Unlike other scanner products, Delrina's product is TWAIN-compliant and
works with many document imaging and office applications software which
support TWAIN.

WinFax PRO 4.0

Delrina's popular WinFax PRO 4.0 is the easiest way to send, receive, and
manage faxes in Windows. The software has an advanced phonebook to
support sending of scanned documents to multiple recipients and groups,
whether by fax or company e-mail. With Delrina's new Fax Broadcast
Service, accessible through WinFax, one can send a scanned document to up
to 10,000 destinations virtually simultaneously with a single call. Fax
numbers stored in personal information or contact managers can be
automatically added to the WinFax phonebook. Included in WinFax PRO 4.0
is a unique cover page designer program and Cover Your Fax, a collection
of 101 predesigned cover pages. WinFax maintains logs of all sent and
received faxes.

With WinFax PRO 4.0 users can easily combine documents from multiple
Windows applications and scanned pages into a single fax transmission.
With the built-in Xerox TextBridge optical character recognition software
users can also automatically turn scanned pages into editable text for
incorporation into popular word processors or spreadsheets. Users can
file all fax or scanned documents electronically into customizable folders
for later use.

Tim Bajarin, president of Creative Strategies Research International Inc.,
a market research and business consulting firm, said he is impressed with
Delrina's new package, "For the price of a high-end handheld scanner I get
a more versatile, high quality scanner plus the communications
capabilities. With this solution I can do away with my fax machine and my
personal copier."

Warranty and Support

Delrina WinFax Scanner comes with a unique 48-hour hardware replacement
warranty provided by Fujitsu for one year. Customers dial one number for
hardware and software support provided by Delrina's award-winning
technical support team.

Availability
Delrina WinFax Scanner will be available through mail order, independent
retailers, and national chains throughout the U.S. and Canada. Upgrades

are available direct from Delrina. Existing WinFax PRO 4.0 customers can
purchase the scanner only for US$279 (Cdn$379) and other WinFax users can
purchase the complete solution for US$299 (Cdn$399), plus shipping and
handling.

There are more than 10 million small businesses in the U.S. and Canada
that as one-person operations could benefit from the all-in-one-box
approach of Delrina's WinFax Scanner. According to market research firm
BIS Strategic Decisions, the market for sheetfed scanners is expected to
reach 230,000 units in 1995 and grow by 50% per year for the foreseeable
future. Most users require a simple input device, like a sheetfed
scanner, to scan in paper documents in order to send them out again by fax
or e-mail. By contrast, nine million fax modems shipped in 1994 and
growth rates are predicted to be about 25% per year.

"Many users are discovering the benefits of faxing from their PCs, as
evidenced by the significant growth in fax modem and fax software unit
shipments," said Kristy Holch, director of Scanning Market Strategies at
BIS. "Delrina's new fax scanner builds on this market momentum through an
innovative partnership with Fujitsu and the burgeoning awareness of WinFax
PRO among PC users." Since 1991, Delrina has shipped more than 10 million
copies of WinFax and WinFax PRO.

About Delrina

Delrina Corporation designs, develops, markets and supports innovative PC
software products and services in the fax, data and voice communications,
electronic forms, and consumer software markets. Founded in 1988, the
Company is ranked in sales among the top fifteen software publishers in
North America and is recognized as the worldwide leader in PC fax and
forms.   Delrina employs more than 700 people with offices in Toronto and
Ottawa, Canada; San Jose, CA;Kirkland, WA; Washington, DC; Lexington, MA;
the United Kingdom; France; and Germany. Delrina can be contacted at
1-800-268-6082.

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                        :HOW TO GET YOUR OWN GENIE ACCOUNT:
                        _____


            Set your communications software to Half Duplex (or Local Echo)
                        Call: (with modem) 800-638-8369.
                    Upon connection type HHH (RETURN after that).
                            Wait for the U#= prompt.

                        Type: XTX99587,CPUREPT then, hit RETURN.



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                            MAC/APPLE SECTION (II)
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                            John Deegan, Editor (Temp)



    > HAYES UPDATES STR Spotlight
      """""""""""""""""""""""""""""


                        HAYES POSTS SECOND QUARTER PROFITS
                        ==================================


                  Corporate Turnaround Points to Reorganization Success

            ATLANTA,  GA,  15  April  1995 -- Hayes Microcomputer Products,
      Inc.'s aggressive reorganization efforts have resulted in operating
      profits of approximately $1.5 million on sales of approximately $65
      million for second quarter of FY 1995. This is the second consecutive
      quarter the company has posted operating profits this fiscal year.

            "The cost reductions and operational improvements we have put in
      place are starting to take hold and are making Hayes stronger," says Hayes
      President and Founder Dennis C. Hayes. "The company has made great strides
      in strengthening its executive team, improving capacity and reducing
      supply constraints.  Clearly we are on track for a solid recovery."
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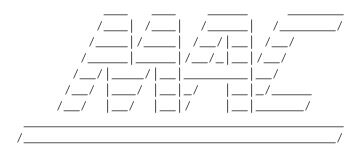
Hayes Microcomputer Products, Inc., which has been under Chapter 11
Federal Bankruptcy protection since 15 November 1994, has experienced
record sales levels during the past two quarters. Bookings for the
company set record levels and reached in excess of $74 million for the
second quarter of FY 1995. Those results reflect a 34 percent increase in
year-to-year total of unit shipments, and are in excess of 100 percent
unit growth year-to-year for PCMCIA and high speed modems.

     Several changes in Hayes operations are playing a key role in the
company's turnaround. The merger of Practical Peripherals, Inc. and
Hayes Microcomputers Products, Inc. is complete and is starting to make a
significant economic impact; inventories have been reduced by 22 percent,
or $12 million dollars; and manufacturing improvements have allowed gross
margins to be virtually restored to 1993 levels.

     Best known as the leader in microcomputer modems, Hayes develops,
supplies and supports computer communications equipment and software for
personal computers and computer communications networks. The company
distributes its products through a global network of authorized
distributors, dealers, mass merchants, VARs, systems integrators and
original equipment manufacturers.

                    HAYES ANNOUNCES NEW QUAD ULTRA 288
   MODEM LINE CARD FOR MILLENNIUM 8000 HIGH DENSITY COMMUNICATIONS
                              PLATFORM

  Supports speeds up to 230,400 bit/s with 8:1 Data Compression

     Atlanta, GA, 24 April 1995 -- Hayes Microcomputer Products, Inc.
today announced immediate availability of Hayes Quad ULTRA Smartmodem
28800 (Quad ULTRA 288) Line Card for Hayes Millennium 8000 Network
System. Quad ULTRA 288 implements four modems per line card and a
system capacity of 64 modems per chassis in Hayes Millennium 8000
Network System. Each modem provides high-speed dial-up communications
at rates up to 230,400 bit/s - over a megabyte a minute - using 8:1 data
compression. Quad ULTRA 288 is now shipping in the United States and
Canada for US$3599 and CN$4899.

     "The release of the Quad ULTRA 288 line card completes the scope of
high-speed, high density communications devices," said Hayes President
Dennis C. Hayes. "The combination of V.34 technology and a high density
network system allows information services and corporate LANs to provide
the fastest dial-up communications available for remote node access,
multimedia, shared modem pooling, and host computer access."

     Quad ULTRA 288 supports ITU-T V.34 and V.Fast Class (V.FC) for
28,800 bit/s data transmission; ITU-T V.42 error-control; V.42bis data
compression featuring Hayes superior implementation of 8:1 data
compression for 230,400 bit/s. The new quad cards are fully compatible
with the installed base of V.34 and V.FC (28,800 bit/s), V.32bis (14,400
bit/s), V.32 (9600 bit/s), V.22bis (2400 bit/s), and V.22 (1200 bit/s)
modems.

     Additional features include asynchronous and synchronous
communications, Flash ROM for easy upgrading, "Hot Swap" capability for
continuous services during system modifications and Remote
Configuration, over the LAN, utilizing Hayes Millennium 8000 Control

Station Software.

     Hayes Millennium 8000 Network System is a high-density rackmount
modem platform for integrating local and wide-area data networks. The
Millennium 8000 Chassis serves as a versatile front-end platform that
houses all system components including Modem Line Cards, Controller
Cards and Connector Cards. Redundant Controller Cards provide complete
system management and connectivity to an Ethernet local area network.
Each chassis can integrate up to 16 Quad ULTRA 288 modem line cards for
a maximum of 64 modems. Multiple chassis' can be integrated into a
single system for virtually unlimited line capacity. All functions are
managed from a remote PC connected to the LAN using Windows-based
Control Station Software.

     Best known as the leader in microcomputer modems, Hayes develops,
supplies and supports computer communications equipment and software for
personal computers and computer communications networks. The company
distributes its products through a global network of authorized
distributors, dealers, mass merchants, VARs, systems integrators and
original equipment manufacturers.

                                ###

Hayes, Smartmodem, Millennium and ULTRA are trademarks of Hayes
Microcomputer Products, Inc. Other trademarks mentioned are
trademarks of their respective companies.

For additional information, customers should contact Hayes Sales
Support:

Telephone   Hayes Online BBS
404/441-1617 (U.S.)   404/446-6336 (U.S.)
519/746-6459 (Canada)   404/729-6525 (ISDN U.S.)
+33 1 34 22 30 15 (France)   +44 1252 775599 (Europe)
+44 1252 775544 (Europe)   +44 1252 812560 (ISDN Europe)
+852 2887 1037 (Hong Kong)   +852 2887 7590 (Hong Kong)
+61 2 959 5544 (Australia)   +61 2 959 5287 (Australia)
                                GO HAYES (CompuServe Worldwide)

Hayes is a trademark of Hayes Microcomputer Products, Inc. Other
trademarks mentioned are trademarks of their respective companies.

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> SCSI TIDBITS STR FOCUS!   ADAPTEC HINTS & KINKS
   """"""""""""""""""""""""

                            SCSI TIDBITS
                            ============

FAST SCSI:

There are 2 handshaking modes on the SCSI bus, used for transferring data:
ASYNCHRONOUS and SYNCHRONOUS. ASYNCHRONOUS is a classic Req/Ack handshake.

SYNCHRONOUS is "sort of" Req/Ack, only it allows you to issue multiple
Req's before receiving Ack's. What this means in practice is that
SYNCHRONOUS transfers are approx 3 times faster than ASYNCHRONOUS.

SCSI1 allowed asynchronous transfers at up to 1.5 Mbytes/Sec and
synchronous transfers at up to 5.0 Mbytes/Sec.

SCSI2 had some of the timing margins "shaved" in order that faster
handshaking could occur. The result is that asynchronous transfers can run
at up to 3.0 bytes/Sec and synchronous transfers at up to 10.0 Mbytes/Sec.
The term "FAST" is generally applied to a SCSI device which can do
syncrhonous transfers at speeds in excess of 5.0 Mbytes/Sec. This term can
only be applied to SCSI2 devices since SCSI1 didn't have the timing
margins that allow for FAST transfers.

Differential SCSI:

For each signal that needs to be sent across the bus, there exists a pair
of wires to carry it. The first in this pair carries the same type of
signal the single-ended SCSI carries. The second in this pair, however,
carries its logical inversion. The receiver takes the difference of the
pair (thus the name differential), which makes it less susceptible to
noise and allows for greater cable length.

Single-ended SCSI (normal SCSI):

For each signal that needs to be sent across the bus, there exists a wire
to carry it.

Wide SCSI:

SCSI may now transfer data at bus widths of 16 and 32 bits. Commands,
status, messages and arbitration are still 8 bits, and the B-Cable has 68
pins for data bits. Cabling was a confusing issue in the closing days of
SCSI-2, because the first project of SCSI-3 was the definition of a 16-bit
wide P-Cable which supported 16-bit arbitration as well as 16-bit data
transfers. Although SCSI-2 does not contain a definition of the P-Cable,
it is quite possible that within the year, the P-Cable will be most
popular non-SCSI-2 feature on SCSI-2 products. The market responds to what
it wants, not the the arbitrary cutoffs of standards committees.

Fast SCSI:

A 10 MHz transfer rate for SCSI came out of a joint effort with the IPI
(Intelligent Peripheral Interface) committee in ASC X3T9.3. Fast SCSI
achieves 10 Megabytes/second on the A-Cable and with wider data paths of
16- and 32-bits can rise to 20 Megabytes/second and even 40
Megabytes/second. However, by the time the market starts demanding 40
Megabytes/second it is likely that the effort to serialize the physical
interface for SCSI-3 will attract high-performance SCSI users to the Fiber
Channel.

A word of caution. At this time the fast parameters cannot be met by the
Single Ended electrical class, and is only suitable for Differential. One
of the goals in SCSI-3 is to identify the improvements needed to achieve
10 MHz operation with Single Ended components.

SCSI Termination:

The Single Ended electrical class depends on very tight termination

tolerances, but the passive 132 ohm termination defined in 1986 is
mismatched with the cable impedance (typically below 100 ohms). Although
not a problem at low speeds when only a few devices are connected,
reflections can cause errors when transfer rates increase and/or more
devices are added. In SCSI-2, an active terminator has been defined which
lowers termination to 110 ohms and is a major boost to system integrity.

Command Queueing:

In SCSI-1, initiators were limited to one command per LUN e.g. a disk
drive. Now up to 256 commands can be outstanding to one LUN. The target is
allowed to re-sequence the order of command execution to optimize seek
motions. Queued commands require Tag messages which follow the Identify.

Is SYNCHRONOUS faster than ASYNCHRONOUS?

Asynchronous is faster on short cables, while synchronous is faster on
long cables. The reason has to do with the propagation delay of the cable;
the turn around time of the silicon; and the interlocked nature of the
asynchronous handshake.

1)   We have measured propagation delays from various cables and found an
     average of 1.7 nanoseconds per foot, which is roughly 5.25 ns per
     meter.

2)   The turn-around time is the amount of time the SCSI chip takes to
     change an output in response to an input. If REQ is an input then ACK
     is an output. Or if ACK is an input then REQ is an output. Typical
     turn-around time for the 53C90 is 40 nanoseconds.

3)   The asynchronous transfer uses an interlocked handshake where a device
     cannot do the next thing until it receives positive acknowledgment
     that the other device received the last thing.

     First REQ goes true   /* driven by Target */
     then ACK is permitted to go true   /* driven by Initiator */
     then REQ is permitted to go false
     then ACK is permitted to go false

Thus we have four "edges" propagating down the cable plus 4 turn-around
delays. Asynchronous transfer requires 55 ns setup and no hold time
(paragraph in 5.1.5.1 in SCSI-1 or SCSI-2) which gives an upper speed
limit around 18 MB/s. A detailed analysis shows that the setup time
subtracts out. This is mostly because we are running at one-third the max
rate, but also because setup for the next byte can begin anytime after ACK
is received true or REQ is received false, depending on who is receiving.
You can either take my word for it or draw the waveforms yourself. Thus,
the asynchronous transfer reduces to:

   (4 * 1.7 * 1) + (4 * 40ns) = 167 ns   /* 1 foot cable */
                             = 6 MB/s

   (4 * 5.25 * 6) + (4 * 40ns) = 286 ns   /* 6 meter cable */
                             = 3.5 MB/s

   (4 * 5.25 * 25) + (4 * 40ns) = 685 ns   /* 25 meter cable */
                             = 1.5 MB/s

Note: cables longer than 6 meters require external differential
transceivers which add delay and degrade the performance even more than

indicated here.

Our simulations say that under very best conditions (fast silicon, low
temperature, high voltage, zero length cable) we can expect more than 8
MB/s asynchronously. In the lab, I routinely measure 5 MB/s on 8 foot
cables. So, if you were writing the data manual for this, how would YOU
spec it?

The framers of the SCSI spec threw in synchronous mode to boost the
performance on long cables. In synchronous mode, the sending device is
permitted to send the next byte without receiving acknowledgment that the
receiver actually received the last byte. Kind of a ship and pray method.

The acknowledgment is required to come back sometime, but we just don't
have to wait for it (handwave the offset stuff and the ending boundary
conditions).

In this mode any external transceivers add a time shift, but not a delay.
So if you negotiate for 5 MB/s, you get 5MB/s regardless how long the
cable is and regardless whether you are single-ended or differential. But
you can't go faster than 5.5 MB/s, except in SCSI-2.

Synchronous mode does have a hold time (unlike asynch) but again, setup
and hold times subtract out. In SCSI-1 synchronous mode, the speed limit
comes from the combined ASSERTION PERIOD + NEGATION PERIOD which is
90ns + 90ns = 180ns = 5.5 MB/s. Our 53C90 family doesn't quite hit the
max, but we do guarentee 5.0 MB/s. In SCSI-2, anything above 5.0 MB/s is
considered to be FAST. Here the maximum transfer rate is explicitly
limited to 100 ns or 10MB/s; you don't have to read between the lines to
deduce it.

Interesting tid-bit: given a SCSI-2 FAST period of 100 ns and a cable
delay of 131 ns on a 25 meter cable, you can actually stack 1.31 bytes in
the 8-bit cable. In FAST and WIDE SCSI you can stack 5.24 bytes in this
copper FIFO.

Active Termination:

An active terminator actually has one or more voltage regulators to
produce the termination voltage, rather than using resistor voltage
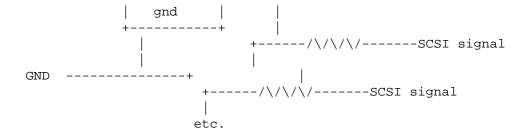dividers.

This is a passive terminator:

TERMPWR   ------/\/\/\/------+------/\/\/\/----- GND
                       |
                       |

                  SCSI signal

Notice that the termination voltage is varies with the voltage on the
TERMPWR line. One voltage divider (two resistors) is used for each SCSI
signal.

An active terminator looks more like this (supply filter caps omitted):

            +-----------+
TERMPWR   -----| in   out |------+------/\/\/\/-------SCSI signal

```
              |   gnd      |       |
              +-----------+        |
              |               +------/\/\/\/-------SCSI signal
              |               |
GND   ---------------+        |
                 +------/\/\/\/-------SCSI signal
                 |
            etc.
```

Assuming that the TERMPWR voltage doesn't drop below the desired
termination voltage (plus the regulator's minimum drop), the SCSI signals
will always be terminated to the correct voltage level.

The SCSI specification is available from:

   Global Engineering Documents
   15 Inverness Way East
   Englewood Co 80112-5704
   (800) 854-7179
   SCSI-1: X3.131-1986
   SCSI-2: X3.131-199x
   SCSI-3 X3T9.2/91-010R4 Working Draft

Global Engineering Documentation in Irvine, CA (714)261-1455

   SCSI-1: Doc # X3.131-1986 from ANSI, 1430 Broadway, NY, NY 10018

IN-DEPTH EXPLORATION OF SCSI can be obtained from

   Solution Technology
   Attn: SCSI Publications
   PO Box 104
   Boulder Creek, CA 95006
   (408)338-4285, FAX
   (408)338-4374

THE SCSI ENCYLOPEDIA and the SCSI BENCH REFERENCE can be obtained from

   ENDL Publishing
   14426 Black Walnut Ct.
   Saratoga, CA 95090
   (408)867-6642
   FAX (408)867-2115

SCSI: UNDERSTANDING THE SMALL COMPUTER SYSTEM INTERFACE was published by
Prentice-Hall, ISBN 0-13-796855-8

Adaptec Phone Numbers:

   800-442-7274   Software Order Hotline
   408-957-7150   Interactive Fax
   800-934-2766   Literature Hotline
   408-945-7727   24 Hour Technical Support BBS

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                            IMPORTANT NOTICE!
                            =================


STReport International OnLine Magazine is available every week for your
reading pleasure on DELPHI.  STReport's readers are invited to join DELPHI
and become a part of an extremely friendly community of enthusiastic
computer users there.

                         SIGNING UP WITH DELPHI
                         ======================

        Using a personal computer and modem, members worldwide access
               DELPHI services via a local phone call


                              JOIN --DELPHI
                              --------------


                 Via modem, dial up DELPHI at 1-800-695-4002
                                 then...
                  When connected, press RETURN once or twice
                                  and...
                  At Password: type STREPORT and press RETURN.


                         DELPHI's 20/20 Advantage Plan
                           20 Hours for Only $20!
                         ----------------------------
```

Advantage Members have always enjoyed the lowest DELPHI access rates
available. On the new 20/20 Advantage Plan, members receive their first 20
hours of access each month for only $20. If you happen to meet someone
OnLine or find some other diversion, don't worry because additional usage
is only $1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within
the continental United States during home time or via direct dial around
the clock. Home Time is from 6pm to 6am weekdays. Access during business
time carries a surcharge of $9 per hour. These rates apply for most
services, but note that there are some surcharged areas on DELPHI which
are clearly marked with a "$" sign.

Who is eligible to take advantage of the plan? Any DELPHI member in good
standing. Applications are reviewed and subject to approval by Delphi
Internet Services Corporation.

It's easy to join. If you meet the eligibility requirements, you can apply
OnLine -- at any time -- for membership in the DELPHI 20/20 Advantage
Plan. Your membership becomes active at 4 a.m. Eastern Time on the first
billing day of the following month.

The $20 charge will be billed to you at the beginning of the month to
which it applies. Any portion of the 20 hours not used in any month does
not carry forward into the next month.

    Advantage rates may be changed with 30 days notice given OnLine.

                        TRY DELPHI FOR $1 AN HOUR!

For a limited time, you can become a trial member of DELPHI, and receive 5
hours of evening and weekend access during this month for only $5.   If

you're not satisfied, simply cancel your account before the end of the
calendar month with no further obligation. If you keep your account
active, you will automatically be enrolled in DELPHI's 10/4 Basic Plan,
where you can use up to 4 weekend and evening hours a month for a minimum
$10 monthly charge, with additional hours available at $3.96. But hurry,
this special trial offer will expire soon! To take advantage of this
limited offer, use your modem to dial 1-800-365-4636. Press <RET> once or
twice. When you get the Password: prompt, type IP26 and press <RET> again.
Then, just answer the questions and within a day or two, you'll officially
be a member of DELPHI!

               DELPHI-It's the BEST Value and getting BETTER all the time!

                     -* ANNOUNCING: DELPHI INTERNET JET *-

Windows-based graphic interface for the otherwise text-only Delphi online
service.   In addition to providing the user with a graphic interface,
Delphi Internet Jet can be configured to automatically gather Delphi
Internet e-mail and forum messages, and place them into a QWK packet for
the user's existing QWK mail reader! Complete instructions for setup,
operation, Delphi membership, and a FREE five hour trial included in the
INTJET.TXT file.

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                         ATARI/JAG SECTION (III)
                         =======================
                          Dana Jacobson, Editor

> From the Atari Editor's Desk   "Saying it like it is!"
   """"""""""""""""""""""""""""""

     I try to spend a lot of time considering a good editorial topic
for each of our weekly issues of STReport. Sometimes, a topic will be
so obvious that it makes life here very easy. At other times, it's
quite difficult. And at times, my mind simply can't focus on anything
in particular! For the most part, the difficulty lies with the fact
that Atari computing, in general, has shrunk. New developments, while
not always plentiful in the past, has certainly decreased in the
present. I know, tell you something you don't already know!

     What I'd like to do this week is solicit YOUR ideas, your
opinions, and your concerns. What would you like to see us cover in
these pages? What would you write in this editorial space if you had
the opportunity? Well, here's your chance to make your voices and
opinions public. Drop me a line with your questions, thoughts, or
whatever concern that you might have - we'll put you in the editor's
chair for a week!

     The world has become an arena for bad news lately. It seems that
every newspaper front page that we see everyday is full of the latest
tragedy. However, somewhere hidden in a back section is some joyous
news. Since this is the Atari section of STReport, let's report some
terrific news. There was a message posted on CompuServe this week from
one of our friends from ACT, the organizers of the Connecticut

AtariFest folks:

Congratulations are in order for Brian Gockley @ ST Informer...and
his lovely wife Angela. A few days ago (Tuesday, I think) Angela delivered
their second child, David Andrew, an 8-pound, 6-ounce bundle of joy. If
we don't see Brian in the Atari forums for a few days, I suspect he
might be catching some shut-eye from a demanding evening schedule. Best
wishes from a Gockley fan. Doug Finch

Congratulations Angela and Brian, from your friends at STReport!!

Until next time...

_____

Delphi's Atari Advantage!!
TOP FIVE DOWNLOADS (4/26/95)

(1) UNIVERSAL PRINT CONTROL ACC
(2) SPEED OF LIGHT 3.7B
(3) SILKBOOT 3
*(4) SPEED OF LIGHT 3.8
(5) LITTLENET/MIDI PORT NETWORK PRG.

* = New on list
HONORARY TOP 5

  The following on-line magazines are always top downloads, frequently
  out-performing every other file in the databases.

STREPORT (Current issue: STREPORT 11.16)
ATARI EXPLORER ONLINE (Current issue: AEO: VOLUME 4, ISSUE 4)
Look for the above files in the RECENT ARRIVALS database.

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> Substation! STR GameFile! - New Falcon/STE game
  """"""""""""""""""""""""""

Substation
~~~~~~~~~~

Story line

In 1996, Mitushi Industries, a small Japanese industrial group, is
researching alternative energy sources. What they come up with is so
unbelievable it might just be possible.

Three years later, Mitushi's 'IEE' (Inside Earth Energy) base Substation
at 2500 meters below sea-level provides Japan's two largest cities with
all their power needs.

June 6th 2004, 11.15am: Contact with Substation is lost. In panic,
Mitushi's Board of Directors pay the U.S. government an unknown amount
of money to lease an 'M.E.M' (Multi-Environment Marine) to find out
what has happened.

Visuals

SubStation is an incredible action game in which the player moves freely
in an extremely fast real-time gouraud-shaded 3D world. The screen
refresh rate for the 3D world alone is an amazing 25fps (frames per
second) in a resolution of 320*160 using 3 bitplanes.

The 3D system is a state of the art development solution written by
Mikael Emtinger and Oskar Burman, and will make Substation one of the
most technically advanced games ever to appear on the STE or Falcon.

Gameplay

Substation runs on any Atari STE 1Mb or Falcon with RGB or VGA monitor.
Your character is controlled either using the keyboard or Jaguar
PowerPad. You can run, walk, strafe, pick up items, choose between a
great number of weapons, open doors, access elevators between the
different sub-levels and even strafe, rotate, run and fire your gun at
the same time, giving you total control of your actions!

DD Audio

To further increase the horrifying atmosphere in Substation, Tord
Jansson (responsible for the amazing sound routines in Obsession)
developed a special sound effect system called DD Audio
(Distance & Direction) which enables you to hear where monsters are
lurking. The combined effect of foggy colours and pit-pat of tiny
monster feet from the far left will give you nightmares....

MIDI-Link

By utilizing the link capabilities of Substation, you can play against
other humans in special combat levels using the MIDI ports. Up to four
players can take part in a game, either by forming two teams, or every
man for himself... In MIDI-Link Mode you gain credits for which you can
buy extra ammo, first-aid kits, food or new weaponry.

Scheduled Release Date : May 1st 1995
Price : 24.95GBP (UK)
                                    26.95GBP (Europe)
                                    29.95GBP (Rest of the World)

Available from : MERLIN
                        PO Box 77
                        Stroud
                        Glos
                        GL6 9YD
                        U.K.
Telephone : 01452 770133
Fax: 01452 770133

or EMAIL orders : POPEMERLIN@DELPHI.COM
      Credit Cards only. Cheques/Cash/Postal Orders must be sent.
      All Payment must be in Sterling.

  _____

> Soft-Logik Support! STR InfoFile! - Tech Support Policy Update!
  """""""""""""""""""""""""""""""""""

NOTE: THIS SUPERSEDES THE TECHNICAL SUPPORT OPTIONS LISTED IN YOUR
PROGRAM MANUAL!

            SOFT-LOGIK TECHNICAL SUPPORT OPTIONS

Soft-Logik offers several levels of technical support to make getting
help easy and accessible. You can choose the technical support option
which best suits your needs. Technical support via telephone is available
only for customers paying for support.

               FREE BASIC SUPPORT SERVICES

If you don't want to pay for technical support, Soft-Logik offers a
variety of basic support services to answer your questions free of
charge.

                 FREE ONLINE SUPPORT

We normally answer questions within 24 hours every business day on
GEnie, CompuServe and the Soft-Logik BBS. (Good support is also
available from a designated volunteer on Portal.) The latest program
modules and patches are available online.

  GEnie: type SOFTLOGIK
  CompuServe: type GO AMIGAVEN
  Portal: type GO SOFTLOGIK
  BBS: 314-256-8971
  Internet: comp.sys.amiga.applications (email tech@slpc.com)

                 FREE MAIL SUPPORT

Please include your name, address, registration number and full details
of your problem when mailing or faxing us questions. We will MAIL you a
reply as soon as possible; technical support cannot phone or fax you
back. If you are in a hurry, please use a different technical support
option.

  Fax: 314-256-7773
  Mail: Soft-Logik Support, 315 Consort Drive, St. Louis, MO 63011 USA

PAID ANNUAL SUPPORT --- For those who always need someone to turn to.

If you are a desktop publishing professional, you know how frustrating
it can be to need an answer and not have anyone to turn to. With the
Soft-Logik Annual Support plan, help will only be a toll-free phone

call away. For a low annual charge, Soft-Logik Annual Support provides unlimited toll-free support for one user. It's like having your own consulting service on hand!

Call 1-800-829-5816 toll-free for Paid Annual Support, 314-256-9595 if you live outside the United States or Canada.

If all our representatives are busy, we'll call you back!

Fax us your questions, we'll fax you answers --- fax 314-256-7773.

An additional 25% discount off the price of new Soft-Logik releases.

An additional 25% discount off the price of major updates. Free minor updates (3.0g, 3.0h...) sent automatically. $149 per year for each Soft-Logik application.

PAID PER CALL SUPPORT --- For those who have the occasional question.

Not everybody needs the benefits of the Annual Support plan, so it may be more cost-effective for you to pay whenever you need help. The fee per call is $15. If we solve your problem in less than 15 minutes, you can ask additional questions up to the 15 minute limit. If your problem takes longer than 15 minutes to solve, or if it requires follow-up calls, you'll still only be charged a single flat fee.

Call 1-800-829-5816 toll-free for Paid Per Call Support, 314-256-9595 if you live outside the United States or Canada.

$15 per problem resolution; 15 minute maximum for multiple questions.

VISA, MasterCard, Discover or American Express card required.

BEFORE YOU CALL FOR HELP

1. Know your program version and registration number.

2. Be prepared to discuss your computer system and program setup.

We will not provide support to those who do not have their registration number.

QUESTIONS & ANSWERS

Q. I received a defective disk. How do I get it replaced?

A. Call sales at 1-800-829-8608 (314-256-9595) to request a free replacement.

Q. I just have a quick question. Can I call for free help?

A. No. Soft-Logik does not provide free telephone support. Most of our customers have chosen to use one of the online networks for convenient and affordable support. We highly recommend getting a modem and using our BBS, GEnie, CompuServe or the Internet. The Soft-Logik BBS and GEnie have the largest numbers of PageStream users.

Q. I don't have a modem. What's the next best way to get free support?

A. You should either mail or fax your questions to us. A written reply will be mailed to you as soon as possible.

Q. I think I found a bug. Should I call to report it?

A. No. The best way to report a problem with a Soft-Logik program is to mail or email us a detailed description of the problem.

Q. Can I get technical support for any Soft-Logik product?

A. Technical support is available for current Soft-Logik products. Support is not available for discontinued products or older versions of some programs. At this time, technical support is available for: PageStream 2.2-3.1; TypeSmith 2.0-2.5; Wordworth 3.1; Datastore 1.0; and Digita Organizer 1.0.

THE SMALL PRINT

Soft-Logik Publishing will provide support as detailed here. Access to technical support services is restricted to registered users of Soft-Logik products. Your access to Soft-Logik technical support will be terminated if you sell your program. The Annual Support plan cannot be transferred to another user. If the Annual Support plan is terminated during the term of your service, your sole remedy will be a refund for the prorated portion of the annual fee for the remaining period. You are entitled to the resolution of one incident for the Per Call plan. Soft-Logik reserves the sole exclusive right to define the scope and resolution of the incident. In no event shall support for an incident exceed four weeks after the initial call. Soft-Logik makes no warranty or conditions of any kind, express, implied, or statutory, related to or arising in any way from technical support. In no event, shall Soft-Logik's liability exceed the amount received from you for the services you ordered. All prices subject to change without notice at Soft-Logik's discretion.

Q. What happened to free telephone support?

A. Soft-Logik has discontinued free telephone support due to the current state of the Amiga market. Free technical support is still available via online services such as GEnie, CompuServe, Portal and the Internet, as well as via mail.

Q. I can't justify buying the Annual Support Plan, and I can't afford $25 for each tech call.

A. We have lowered the price of the toll-free Per Call option from $25 to $15 to help make paid technical support more affordable.

Q. What is the single best way to get technical support now?

A. There is no better way to get fast and affordable help than with a modem. GEnie and the Soft-Logik BBS are home to the largest groups of users of PageStream and other Soft-Logik programs.

Q. I hadn't used the 90 days of free phone support I received with my program. Has it just evaporated?

A. We regret that we have had to discontinue free phone support, but

we hope to offer free support again when the Macintosh version of PageStream is available. Our records detail who did and did not use their free phone support for PageStream3 Amiga, so we will make the appropriate arrangements then.

Q. Does this mean that Soft-Logik is going to follow other Amiga companies out of business?

A. Definitely not. We wouldn't be investing so much money into Macintosh and Windows development if we were going to go out of business. But we have employees to pay and bills to meet, and Amiga sales are too low at this time to continue the luxury of free phone support.

Q. So does this mean Amiga development will come to an end?

A. Definitely not. PageStream for Macintosh, Windows and Amiga are all the same program. Aside from re-compiling the program and making some small platform specific changes, the only files that have to be rewritten are the libraries in your SoftLogik/Libs directory. The Amiga versions of the libraries have already been written---only the DTP code will see major changes from now on. So it would be silly for us to abandon the Amiga now when it is so easy for us to keep the Amiga version up to date.

Q. You keep mentioning the Mac and Windows versions are coming. So tell us when.

A. Forgive us for being a bit tight-lipped on this, but our release date prediction abilities are somewhat lacking. ;-) Having been burned a couple of times, we're reluctant to do it again. That being said, we believe the Macintosh version will be released in the fourth quarter of this year. The Windows version will not be done until after the Macintosh version, so the first half of 1996 is as specific as we want to get now. These dates are subject to change, but we're working as hard as we can.

Q. Are you going to offer a discounted price for us Amiga and Atari users?

A. Yes. You will be able to upgrade to PageStream for Macintosh or Windows from either the Amiga or Atari versions. The price will depend on which version of PageStream you own. PageStream3 Amiga owners will get the best price. PageStream2 (Amiga or Atari) owners will pay a slightly higher price, while PageStream1 owners will pay a bit more. We'll even have a discounted price for people who own other Soft-Logik programs but not PageStream, including Publishing Partner! We haven't decided on the suggested retail price for the Macintosh and Windows versions yet, so we can't tell you the upgrade prices now.

Q. I have a Macintosh emulator for my Atari or Amiga. Will PageStream Mac run on it?

A. PageStream for Macintosh will require at least System 7, so it won't run on the Atari Mac emulator. We don't know at this time if it will work on the Amiga Mac emulators, but using the native Amiga version would be better anyway, so it's a non-issue.

Q. Back to the Amiga now. When are we going to see the final version of PageStream3?

A. We're getting tired of updates too. 3.0h will be the next release and will see the completion of the remaining text attribute features such as hyphenation. If we have time, we'll work on text speed some more. The following release will concentrate on the remaining object features such as the Pen and Reshape tools. The version after that will be called 3.1 and will wrap up the remaining miscellaneous features and bug fixes. Version 3.1 will be mailed free of charge to all PageStream3 owners. There will be some features missing from it that are in the manual, such as anchored objects, but it will essentially be the program you've been waiting for.

Q. So we get 3.1 and then what? Is that it?

A. Of course not. There will probably be a 3.1a. (There's always a dot something.) Other feature upgrades will follow, but we don't need to get that far ahead of ourselves now.

Q. When Art Expression disappeared, you said something about replacing it with a PageStream3 module. What's up with that?

A. It will be released later this year. The primary features that Art Expression had that PageStream3 lacks are text effects such as text on a curve. We plan to release a module that will add these features to PageStream. If you already own Art Expression, you will receive a discount on the price of this module.

Q. I recently bought Wordworth. When is the Wordworth document loader module for PageStream3 going to be released?

A. It will be released about the same time as PageStream3.0h, which will also have a much improved Wordworth text import/export filter.

Q. Escom just bought the rights to Commodore's technology and plans to start making new Amiga computers soon. What does Soft-Logik think of this?

A. Like you, we're very happy that the Amiga has found a new home, and are looking forward to more exciting Amiga development in the years ahead. We plan to continue improving PageStream and our other Amiga programs.

> Commodore Update! STR NewsFile! - Escom to Buy Commodore?
   """"""""""""""""""""""""""""""""""

 . . By Dan Stets, The Philadelphia Inquirer Knight-Ridder/Tribune Business News

NEW YORK--Apr. 21--Escom AG, of Germany, picked up the assets of Commodore International Ltd. for the bargain-basement price of $6.6 million at an auction here Thursday.

About a half-dozen companies interested in Commodore's assets appeared at the auction, but only Escom and Dell Computer Co. submitted bids backed up by the required $1 million security deposit.

Dell's bid was disqualified because the company attached some

unspecified conditions.

Escom president Manfred Schmitt said his company would resume
manufacturing Amiga and other popular Commodore products and start
making Apple- and IBM-compatible computers with the Commodore name for
the European market.

Schmitt said he would attempt to manufacture all of the traditional
Commodore products, even the advanced Amiga 4000, in China. He said he
planned to approach Motorola Co. about microprocessors for a new
Commodore PowerPC, which would be similar to the PowerMac manufactured
by Apple Computer Co. This new PowerPC would likely be built in
Europe.

Escom has no plans to resume any of Commodore's American manufacturing
operations. Commodore had its North American headquarters in West
Chester, Pa.

However, before Escom can launch its new strategy, the purchase must be
approved by the U.S. Bankruptcy Court in New York and the Supreme Court
of the Bahamas, where bankrupt Commodore was incorporated.

That approval is not yet certain since Commodore's creditors have not
yet agreed to the sale price, and both IBM and the trustee for
Commodore's assets in the Netherlands, the United Kingdom and the
Philippines are objecting to the sale.

Judge James L. Garrity Jr. has scheduled a hearing in U.S. Bankruptcy
Court for Friday to consider the proposed sale to Escom as well as the
objections. Commodore's creditors are owed more than $100 million.
Previous estimates of Commodore's auction value were as high as $20
million, so the creditors are likely to have reservations about the
Escom sale price.

The auction, which was supposed to be the end of Commodore's bankruptcy
saga, was a bizarre affair. A standing-room-only crowd of 65 people
filled a conference room at the Midtown headquarters of Fullbright &
Jaworski, the American law firm representing Commodore's Bahamian
liquidators.

Almost half the group were lawyers. There were representatives of the
creditors' committee and of two creditors, Prudential Insurance and
Microsoft Co. Also on hand were representatives of a Chinese
electronic-game company, New Star, as well as another Chinese company,
Tietsin Trust & Investment Co., which is the parent firm of yet another
game company.

If its proposal is approved, Escom plans a joint venture with Tietsin
to manufacture the traditional Commodore products at a factory near
Beijing.

Also represented were several small American technology companies,
including Computer Connection,of Stockton, Calif., which submitted a
bid which was disqualified because the firm failed to include the
required $1 million deposit.

One attorney joked that never had he seen so many people show up for an
auction prepared to pay so little.

Schmitt said he was not surprised that Escom apparently had been able

to acquire Commodore for such a low price. If the other companies had
been willing to pay more, they would have signed a contract with the
liquidators months ago.

Another likely bidder, Creative Equipment International, of Miami,
apparently teamed up with Dell in its unsuccessful bid. The managers of
Commodore's United Kingdom team, who have been trying to buy
Commodore's assets for months, withdrew before the bidding began.

Dell was represented at the auctions by Dalton Kaye, the company's vice
president and treasurer, who said after the auction that his company
had not yet given up its attempt to buy Commodore.

Kaye complained that Dell had become aware of the auction only two
weeks ago and had nt yet had time to evaluate either the bid documents
or Commodore's assets.

Dell, of Austin, Texas, makes personal computers for businesses and
individuals. In its latest fiscal year, which ended in January, sales
rose 21 percent to $3.5 billion, and the company had a profit of $149
million compared with a loss of $36 million the year before.

Neither the amount of the Dell bid nor of the Computer Connection bid
was made public. Kaye declined to specify what conditions Dell had
attached to its bid.

If Dell is really serious about pursuing Commodore, a shoot-out with
Escom could prove interesting. Dell had sales last year of $3.4
billion. Escom, which is the second largest computer company in
Germany, had sales of about $1.1 billion.

Escom will end up paying the Bahamian liquidators no more than $5
million for Commodore's assets. The company already has paid the German
bankruptcy trustee of Commodore's German subsidiary 2.2 million German
marks, the equivalent of about $1.6 million for the right to use the
Commodore logo in Germany.

                    -/- Escom AG Buys Commodore Assets -/-

    At a New York auction, Germany's Escom AG has bought the assets of
the fallen Commodore International Ltd. for $6.6 million, described by
The Philadelphia Inquirer as a "bargain-basement price."

    Inquirer reporter Dan Stets says some half-dozen companies
interested in Commodore's assets appeared at the auction, "but only
Escom and Dell Computer Co. submitted bids backed up by the required
$1 million security deposit."

    Stets says Dell's bid was disqualified "because the company attached
some unspecified conditions."

    After the auction, Escom President Manfred Schmitt told the paper
his company will resume manufacturing Amiga and other Commodore products
and start making Apple- and IBM-compatible computers with the Commodore
name for the European market.

    He said the firm will attempt to manufacture all of the traditional
Commodore products, even the advanced Amiga 4000, in China, adding, he

plans to approach Motorola Inc. about microprocessors for a new Commodore
PowerPC, to be similar to Apple's PowerMac but probably built in Europe.

    In fact, the Germany company says it has no plans to resume any of
Commodore's American manufacturing operations. (Commodore had its North
American headquarters in West Chester, Pa.)

    "However," writes Stet, "before Escom can launch its new strategy,
the purchase must be approved by the U.S. Bankruptcy Court in New York
and the Supreme Court of the Bahamas, where bankrupt Commodore was
incorporated. That approval is not yet certain since Commodore's
creditors have not yet agreed to the sale price, and both IBM and the
trustee for Commodore's assets in the Netherlands, the United Kingdom
and the Philippines are objecting to the sale."

                    -/- New Comdex Show Added -/-

    Softbank Comdex says it has scheduled new computer industry trade
shows for Britain and Quebec. The Needham, Massachusetts-based company
notes that the first annual Comdex/UK event will be held on April 23 to
26, 1996 at the Earls Court Exhibition Centre in London. Comdex/Quebec
will run from Oct. 8 to 10, 1996 at the Place Bonaventure in Montreal.

    Softbank Comdex already currently produces two Comdex events in
Canada: Comdex/Canada, which will be held in Toronto this year on
July 12 to 14, and Comdex/PacRim which will convene next year in
Vancouver on Jan. 16 to 18. The 1996 London event will mark the entrance
of Softbank Comdex into Britain and Europe. "The U.K. market is perceived
by the industry to be important in its own right, and also useful as a key
entry point into Europe," says Peter Shaw, Softbank Comdex's marketing
vice president.

    Softbank Comdex produces 19 information technology events in the
U.S., Brazil, Canada, Mexico, Singapore and Britain.

                -/- Online Hoax Fools 'Dateline NBC'-/-

    Television's "Dateline NBC" fell for an online hoax in reporting
Friday night that Timothy McVeigh, a suspect in the Oklahoma City truck
bombing, had described himself as a "Mad Bomber" in a file on a
commercial computer network. The show broadcast a report that a listing
for "a Timothy McVeigh" on America Online contained the quote, "Let us
take back the government ... or die trying. Boom."

    America Online released a statement yesterday saying the membership
entry was created on Friday, after the suspect already had been in
custody for two days. AOL spokeswoman Pam McGraw told the Reuter News
Service the account was later cancelled by the person who had created it,
adding AOL members are allowed to create their own screen names, and that
there is no verification process. "It is a violation of terms of service
if a member is impersonating another person," she said.

    McGraw declined to say what action, if any, will be taken against
the member who created the hoax profile. She declined to identify the

person, but said AOL will cooperate if approached by the authorities with a court order. Meanwhile, says Reuters, "On Saturday the AOL membership directory listed another Timothy McVeigh, from 'Gullible, U.S.A..' The personal quote in that profile? 'Don't believe everything you hear on NBC.'"

-/- Cops Get 135 Guns for Computers -/-

    In San Francisco, about 135 weapons were turned over to authorities yesterday in the police department's offer to swap computers for guns. As reported earlier, the effort to hand out used computers to anyone turning in a working handgun, no questions asked, follows police programs that sought turned-in handguns for cash, guns for groceries and guns for concert tickets.

    Police Capt. Tim Hettrich told the Reuter News Service, "The goal was to get weapons off the street," adding that the plan would also reduce the potential for accidents at home. The PCs were handed out to people who turned in a working handgun, shotgun or rifle at an event in San Francisco's Bayview District, where there have been many drive-by shootings.

    Hettrich says people turning in guns also will get three free computer training classes. The exchange was developed by Hettrich, community leaders and the Computer Recycling Centre, a local group that recycles computers discarded by businesses. The latter donated the IBM-compatible computers with monitors and keyboards. Computer training will be donated by the Black Chamber of Commerce.

-/- Kentucky Bulletin Board Raided -/-

    Microsoft Corp. and Novell Inc. report that U.S. Marshals in Lexington, Kentucky, raided one of the world's largest pirate bulletin boards (BBSes), Assassin's Guild, for distribution of copyright protected software. According to the software publishers, Assassin's Guild is the worldwide headquarters for two large pirate groups, Pirates With an Attitude (PWA) and Razor 1911. The firms note that the board had been offering access to hundreds of pirated software programs to users throughout the U.S. and around the world.

    During the raid, U.S. Marshals seized over 13 computers, 11 modems, a satellite dish, 9GB of online data and over 40GB of offline data storage dating back to 1992, say the software makers. Marshals also seized the principal operator's business records, tax returns and asset documents.

    "Bulletin board piracy is one of the fastest growing forms of software theft worldwide," says Bob Kruger, director of enforcement for the Business Software Alliance. "We're pleased with the increased effort by law enforcement agencies to help us eradicate this problem both in North America and around the globe."

    Both Microsoft and Novell are members of the BSA, an industry alliance formed to promote the growth of the software industry through public policy, education and enforcement initiatives.

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                    -/- A Home Page in Every Home? -/-


     Is there an Internet "home page" in your future?  At this past week's
Internet World show, it was bandied about that an estimated 5 million
World Wide Web users now have created introductory home pages, and that
the number doubles every 57 days, according to Computergram International.
   This prompted a PC Week staffer to figure that at that rate, there
will be one Web site for every person in the world in four years.



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                            JAGUAR SECTION
                            ==============



        - Hover Strike Review!
        - Pinball Fantasies!
        - E3 Video Offer!  More Catnips!
        - White Men Can't Jump!
        - And much more!



> From the Editor's Controller  -  Playin' it like it is!
  """"""""""""""""""""""""""""""



     I'm hoping to get some time to really get involved with a number
of Jaguar games this weekend.  Time just doesn't seem to be something
of an abundance.  I've been trying to finish up Cannon Fodder in order
to get a review finished - somehow, I haven't been able to get past
Level 5!!  We also have Pinball Fantasies on the way, so I hope to have
a chance to test out my "crazy flipper fingers"!!!  I just love pinball
games, having grown up with pinball machines as a favorite form of
entertainment - long before video games became popular!

     We're going to be going through some re-evaluations here in the
Jaguar section in the next few weeks.  As interest grows, and wanes,
with the Jaguar - so does the support staff.  Some things that we've
wanted to do from the beginning have fallen short of our goals.  However,
there's some renewed interest from the online community to take part in
what we're trying to accomplish here at STReport, and our Jaguar coverage.
So, we hope things progress smoothly and quickly.  You shouldn't see any
disruption during this process.

     Well, there's plenty of news, information, and opinions for this
week's issue - let's get to it!

        Until next time...


                    _____



> Jaguar Catalog STR InfoFile  -   What's currently available, what's
  """"""""""""""""""""""""""""""       coming out.


     Current Available Titles ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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   CAT #    TITLE              MSRP        DEVELOPER/PUBLISHER

   J9000  Cybermorph          $59.99         Atari Corp.
   J9006  Evolution:Dino Dudes $49.99        Atari Corp.
   J9005  Raiden              $49.99      FABTEK, Inc/Atari Corp.
   J9001  Trevor McFur/
          Crescent Galaxy     $49.99         Atari Corp.
   J9010  Tempest 2000        $59.95     Llamasoft/Atari Corp.
   J9028  Wolfenstein 3D      $69.95        id/Atari Corp.
   JA100  Brutal Sports FtBall $69.95         Telegames
   J9008  Alien vs. Predator  $69.99     Rebellion/Atari Corp.
   J9029  Doom                $69.99        id/Atari Corp.
   J9036  Dragon: Bruce Lee   $59.99         Atari Corp.
   J9003  Club Drive          $59.99         Atari Corp.
   J9007  Checkered Flag      $69.99         Atari Corp.
   J9012  Kasumi Ninja        $69.99         Atari Corp.
   J9042  Zool 2              $59.99         Atari Corp
   J9020  Bubsy               $49.99         Atari Corp
   J9026  Iron Soldier        $59.99         Atari Corp
   J9060  Val D'Isere Skiing  $59.99         Atari Corp.
          Cannon Fodder       $69.99           Virgin
          Syndicate           $69.99           Ocean
          Troy Aikman Ftball  $69.99          Williams
          Theme Park          $69.99           Ocean
          Sensible Soccer                    Telegames
          Double Dragon V     $59.99          Williams
   J9009E Hover Strike        $59.99         Atari Corp.


   Available Soon ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   CAT #    TITLE              MSRP        DEVELOPER/PUBLISHER

          Pinball Fantasies   $ 59.95        Computer West
          Jaguar CD-ROM       $149.99           Atari

   Hardware and Peripherals ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

   CAT #    TITLE              MSRP        MANUFACTURER

   J8001  Jaguar (complete)   $189.99        Atari Corp.
   J8001  Jaguar (no cart)    $159.99        Atari Corp.
   J8904  Composite Cable     $19.95
   J8901  Controller/Joypad   $24.95         Atari Corp.
   J8905  S-Video Cable       $19.95
          CatBox              $69.95         ICD


          _____


> Jaguar Hover Strike STR Review  -  "Hover Strike"
  """"""""""""""""""""""""""""""""""


                  -= Available Now =-


                   By Craig Harris



            Published by: Atari Corp.
```

Federation colonists are in trouble. A group known as the Terrakin
Pirates have seized all control of the planet they inhabit, and the
colonists are being killed to provide organic compounds for
God-knows-what. We've *got* to get them out of there!

There's a catch: The planet is well protected. Our armada doesn't stand
a chance against their planet defenses. What we need to do is sneak
through enemy lines and destroy these defenses bit-by-bit. And this is
where you come in.

You will pilot the effort's final hope, a top secret, all-terrain,
heavily armored, heavily weaponed military vehicle known as a
Hovertank. Your mission: to knock out strategically placed targets that
prevent any kind of full-assault planet-wide strike.

It's not going to be easy. The Terrakin Pirates will do anything and
everything necessary to protect these "targets," which include hydraulic
power plants, missile silos, underground bunkers, and radar dishes to
name a few.

Let's get moving, soldier. The entire effort is now up to you. Don't
choke.

\\\\

Hover Strike can be thought of as a low-riding Cybermorph, with all the
quirks ironed out. You must pilot your Hovertank through 30 missions, 6
missions per level, all with the basic idea: Destroy X (insert target
here). Each of the 6 missions takes place on different terrain: Desert,
Urban, Ice, Water, Volcanic, and the painfully annoying Unknown (Night)
mission. Desert missions are generally flat with the occasional
mountain thrown in; Urban missions are chock full o' buildings and
streets to pilot through. Water missions make you drive your craft over
wavy seas; Volcanic missions, VERY mountainous. Night missions? Well,
aside from your plasma bursts lighting the way, visibility is nil; you
won't know *what* the heck you're piloting over.

You select your mission at the start of a new game, or at the end of a
successful mission. During a mission, if you feel you're not quite ready
for what's ahead, you can abort and jump back to the mission select
screen.

Controlling the craft takes a little to get used to. The 'A' button is
the accelerate button. Pushing it will give you a little boost forward.
The longer you hold it, the faster you go. However, since the craft is
a hovering vehicle, there's no friction to slow you down. Once you let
go of the accelerate button, the inertia will push you in that
direction, no matter what direction you spin yourself to face. Slowing
and stopping the vehicle is accomplished by pressing and holding 'C',
respectfully. Pushing left and right on the directional pad will spin
you in that direction. Up and Down controls the vertical movement of
your gun turrets, which essentially move your gun sight up and down.

Once you get used to the controls, you'll find the best way of steering
the craft is by boosting and braking, boosting and braking, turning the

vehicle during the stops. Remember, you're piloting a hovercraft. If you don't have enough inertia to get over hills, you'll start moving in the direction of the slope. Give hard boosts of power to get over them. Button 'B' fires your main gun: a plasma ball. The top row of the keypad (as well as the Option button) give access to your secondary weapons: standard and guided missiles, mortars (movement-triggered grenades), and, for those annoying Night missions, flares.

The hovertank's "dashboard" displays how much shields and energy it has, the active secondary weapon, the enemy target selected, and the radar (which doubles as a compass). You can also push a button on the keypad you jump out of the cockpit and view a smaller, external shot of the tank. (I find this external view completely useless; even though you can adjust the camera view closer, further, and totally around your vehicle, the angle is too low to be of any help. If you zoom back, the distant scenery fades out of sight. Zooming in will *really* reduce your field of view.)

Even though you should be watching where you drive, you really shouldn't worry about getting hurt by riding around like a maniac. Like the acid pools in AVP, any damage from hard jumps and bumps are minimal. Actually, due to you're half-assed deployment into enemy grounds, you take damage at the beginning of every mission. (I'm sure the designer(s) took flak from testers/reviewers in regards to this "feature," but I think it adds realism to a non-existent war vehicle). Your main focus of shield depletion should be directed toward enemy fire. They'll come at you from all sides throwing laser bolts, plasma shots, missiles...pretty much any projectile in lethal form.

These enemies include different kinds of "Floaters," each with their own attacking strategy. Some Floaters offer paydirt when destroyed (shields, weapons, energy), while others just explode when shot. Turrets and tanks are also out for blood. Magnetic mines will seek and destroy your craft in some missions, too.

Once you're shields and/or energy reserves have been depleted, you get an outside view of your craft biting the dust. If you have any crafts in reserve (you start out with 3), you must start the current mission over again. Go through all your lives, and you're treated to a spectacular cinema of your air-assault fleet getting annihilated. Finish the mission intact, and view your transport ship lifting you off to another mission.

\\\\

Graphically, the game boasts 100% texture-mapped 3D surfaces and enemies. Even the fuel pods are solid objects. But this graphic detail does come at a cost: the game has a slightly low frame-rate. You'll get used to the choppiness of the game, but the screen update will annoy you when you're stuck between a rock and an enemy, and you can't figure out where he is.

The textures are beautiful, though. Rocky surfaces look as they should, water waves up-and-down, and the metallic, futuristic cities are dead-on. There are even snow-peaked mountains lining the horizon in the Ice missions. During Night Missions, firing your plasma gun will light up cavers and enemies as it travels out of view.

And, as a retaliation to all those Cybermorph complainers, scenery fades into the foreground. Nice touch.

Sound is another story. While music in some levels fit the atmosphere,
others are just downright annoying. The music and sounds have a high
-pitched whine to them that might give some people headaches. All sound
f/x are of standard, generic flair. The only outstanding part about the
sound is the sexy female computer voice. And they didn't attempt to try
and graphically represent her, either (read: Skylar).

Most of the landscapes are large and thought out well. And they have
limits, too; none of this Cybermorph "'round the world in 4 seconds"
crud. I just wish the boundaries were higher and less tempting to
climb.

\\\\

At the start of a new game, you can select one of three difficulty
levels: Easy, Medium, and Hard. The higher the selection, the higher
amount of enemies per level. You can also decide to save your game
during the mission select screen. Saving your game will store your
score, missions completed, and hovertanks left in reserve.
Unfortunately, the cartridge only has one saved game slot...and the
program doesn't warn you when you save over it.

The programmers also threw in a two-player cooperative mode. If you have
two Jaguar pads plugged in, Player Two can simply jump in and control
the weaponry whenever he/she wants. Button B fires the turret, Button
A cycles through the secondary weapons, and Button C launches it. But
this two-player mode doesn't lock out Player One's ability to control
weapons. The one benefit to the Two Player Coop mode is that Player Two
can move the turret all over the view screen, not just up and down.

\\\\\

With the release of Hover Strike, Atari seems to be doing something
right. After a string of ported softs that don't even make the system
break a sweat, it's great to see that *some* programmers are taking
the initiative to create games that take advantage of the hardware.
While Hover Strike isn't the perfect 3D "go anywhere game," it's a step
in the right direction.

```
              Graphics:            8.0
              Sound FX/Music:      6.5
              Control:             8.0
              Manual:              9.5
              Entertainment:       7.5

              Reviewer's Overall:  8.0
```

Gameplay tips:

1) READ THE MANUAL. Even though you can eventually figure out the
controls, they are explained well in the book.

2) LEAVE THE NIGHT MISSIONS ALONE. Don't touch 'em until you have to.
They look cool, but are DEADLY. Save your lives and SAVE YOUR GAME
before going to these annoying levels.

3) LEARN TO SIDESTEP. Especially in the Urban areas, you can take out

enemies hiding in cubby's by sliding left and right. Plus the fact that it's harder for missiles to hit you when you're moving parallel to the enemy.

4) TAKE TANKS HEAD-ON. You can shoot down their missiles before they even get out of the tube.

5) WATCH YOUR RADAR. Sometimes you won't know what's hitting you. Watch your radar. It even shows projectiles...follow those moving blips to their source and lock-on.

6) ALWAYS LOCK-ON TO A TARGET. Use it as a guide, red shows up better than green on the radar.

7) HOLD THE C BUTTON AT THE START OF EVERY MISSION. Whenever you're dropped into a mission, you'll be in motion due to the inertia. Stop and get a good look at the surroundings before venturing forward.

> Jaguar Online STR InfoFile Online Users Growl & Purr!
 """""""""""""""""""""""""""

    CATnips... Jaguar tidbits from Don Thomas
    """

E3 (Electronics Entertainment Exposition) is fast approaching and exciting things are on their way.

"Hover Strike".... It's shipping NOW! In stores by Monday or Tuesday, June 24 or 25. I purchased a copy Friday and played it several hours to offer an early report...

"Hover Strike" is what you get when you combine the virtual surrealism of "Cybermorph", the strategic mission-by-mission approach of "Iron Soldier", the high-impact visuals of "Val D'Isere Skiing and Snowboarding", the true-to-life virtual aspects of "Doom", the audio presence of "Tempest 2000" and the 64-bit power of the Atari Jaguar 64-bit game system. Oh, I almost forgot, you have to add the fun factor... you know, the most important ingredient Atari strives for in all games... If you had fun playing "BattleZone", "Robot Tank" and "BallBlazer" in the eight-bit days, well welcome to "Hover Strike" and a major step into the next century.

Lately, I've been playing the Jaguar on my SC1224 RGB monitor and with stereo headphones. I cannot imagine playing "Hover Strike" any other way. The enemy approaches with aggressive ambience and attacks from the sides that you hear it coming from. The soundtrack grabs you and enhances the experience.

"Hover Strike" is a hovering armored war vehicle of the future. It is equipped with advanced weapons and sufficient force field technology. You pilot the hovercraft over a great many different terrains, find fuel and supplies and encounter relentless enemy crafts. There are three initial skill levels and there is "Save Game" feature as well as a high score screen. The game commences with a story line and ends with a cool animated sequence.

Your A button propels the craft in the direction you are facing. The

control pad allows you to change the direction you're facing. If you
head and one direction, then turn, you will maintain the previous
course heading and watch the landscape pass beneath and in front of
you until you hit the A button again and begin to push the craft into
whatever new direction you are heading. Obstacles in the terrain affect
maneuvering and hits taken from enemy fire push you away from the point
of impact. The more you play "Hover Strike" the more you appreciate the
level of realism that was added to simulate the experience of piloting
the craft. Just like Cybermorph, "Hover Strike" allows full access to
the virtual world. "Hover Strike" offers many more complexities,
however, in visual impact, sound, animation and strategic play.

The C button slows and stops the vehicle. The B button is your cannon.
There are radar and missile options outlined by the keyboard overlay
provided with the game.

I only had the opportunity to complete the first series of missions so
I know there is a lot more to see and do. I did not uncover any secrets,
but knowing those Atari developers, they're there. I do not know how
much variety there is to the soundtrack. Everything I heard was
fantastic, but there were only a few selections. There may be more I'll
hear as I improve and advance to different levels. The sound effects
are awesome.

I think the craft responds exactly as it should (no Checkered Flag
steering debates on this one <g>). It does seem to keep an exact
distance from the ground, however. There are a few times you'd expect
a slight bounce up and down at one side or on the whole vehicle and
there is no bounce, but that can be explained by extremely effective
"anti-grav units".

The suggested retail on "Hover Strike" is $59.99. It is a one or two
player (cooperative play) game and published by Atari Corporation.

I know a lot of people like to know what the box description is so here
goes...

                        "THE ULTIMATE WAR
                        MACHINE IS HERE!

You fear the worst for the missing colonists. Terrakian Pirates have
taken over the distant planet, with their deadly machines patrolling
every section of the surface.

The Federation has chosen you to launch a preemptive strike. Your
vehicle is a state-of-the-art armored hovercraft, equipped with rapid
fire cannon and powerful missiles. Anti-grav units enable it to float
over any terrain. Battle through 30 fully texture-mapped 3D levels,
including Night Vision missions. Knock out key targets and make way
for the Federation armada. Save the colony before it's too late!

HOVER STRIKE is a trademark of Atari Corporation. (c)1995 Atari
Corporation. Atari, the Atari logo and Jaguar are trademarks or
registered trademarks of Atari Corporation. All rights reserved. This
software is authorized by Atari for use with the Jaguar 64-bit
Interactive Multimedia System. Made in the U.S. of domestic and
imported components. J9009E

    ~ --- *~*

Trivia: The "E" on the Atari Jaguar model numbers on software
("J9009E") stands for "Everywhere". That indicates that the packaging
includes multi-lingual materials.

    ~ -- *~*

Jaguar Journal is now available on CompuServe. Here is the contents of
the April issue.

    April 1995 - Jaguar Journal - Cat's Club Publication
    """""""""""
                    CONTENTS:
            * Theme Park * Troy Aikman NFL Football
       Quick Reviews: * Double Dragon V   * Sensible Soccer
            Special: * Kasumi Ninja Move Guide
                Press Releases, Conference Report
                Poll: Your 5 Most Wanted Games

    Jaguar Journal is published by Jeffrey Norwood, a Jag
    owner and an avid Atari follower since 1983.

Atari Explorer Online is expected to release their next issue late on
Monday night (April 24). Look for the new issue or recent back issues
on GEnie, CompuServe, Delphi, CATscan as well as prominent BBS and WWW
pages worldwide.

The most recent issue of Silicon Times Report has just been released
(April 21). Look for the new issue or recent back issues on CompuServe,
Delphi, GEnie, CATscan as well as prominent BBS and WWW pages worldwide.
Silicon Times Report includes industry news and a comprehensive section
on the Atari Jaguar.

    ~ -- *~*

CATscan UPdate...

You may or may not recall that CATscan has had the benefit of a
software upgrade. Consequently some of the popular features were
temporarily lost until I could make time to rewrite new scripts.

Effective immediately, the T-shirt Lottery and Dealer Referral services
are back on line. The Lottery allows you to pick four digits and see
if you can have them match a random draw. This feature is limited to
one time each day; first call only. To play the Lottery, press P from
the Welcome Menu as you enter the system.

The Dealer Referral feature enables onliners to locate a Jaguar
retailer nearest them 24-hours a day. This includes Canada and mail
order lists. It is impossible to offer a complete list because so many
retailers purchase their products through independent distributors, BUT
this offers hundreds and hundreds of suggestions and the list is
updated regularly. Dealer lists are viewed through an easy menu
selection process to enable users to get a list of the ones in their
state. To access the Dealer Referral system, press D from the Welcome
Menu or N (for Nearest Dealer) from the Main Menu.

Although the structured order system is still under construction, those
wishing to order Tempest 2000 Soundtracks, posters, videos, Jaguar
software or Lynx software can do so by sending private E-Mail to the
SysOp.

It appears that CATscan is now working at high speeds. I will know if this is functioning properly as more people provide feedback. So far it seems flawless.

Other features planned for CATscan as soon as possible are a glossary of Jaguar terms, on call game descriptions and more.

As always, expect the latest online magazines, public access tips and reviews, sample screens and sounds for downloading. Or interact with enthusiasts in the message areas.

Joining CATscan is free. The only costs are long distance charges. To access CATscan, dial 209/239-1552 any time day or night. If you get a busy signal, please try back. Users are limited to 20 minutes (most downloads are not timed).

Please Note that CATscan is not an official or licensed site of Atari Corporation. Atari is not responsible for its operation or content.

    ~ -- *~*

I know everyone is asking for updates on the CD-ROM. An official document I received last week indicated that the CD will be available in mid-summer along with a healthy selection of CD titles. Yes, we all know everyone wishes it was already released and we do monitor the supportive demand for this product. The change from our first quarter tentative release to mid summer is strictly based on making certain we are prepared for proper release along with ample software.

    ~ -- *~*

This has been a bit longer CATnips than usual and I apologize for its verbosity. I hope everyone had a great Holiday last week. Thanks for supporting the 64-bit Jaguar system.

  --Don Thomas
    Atari Corporation

                     ** END OF FILE **

    _____

> Pinball Fantasies! STR JagUpdate! - PF in Production!
  """""""""""""""""""""""""""""""""""""

Sb: Pinball Fantasies
Fm: Peter Curry 75373,2203
To: All

Pinball Fantasies entered manufacturing last Friday.

We are looking at a street date of June 9 (Friday).

SRP $59.95

If you have questions you can E-Mail me here or call me directly

at (805)543-8197 / Fax (805)549-0549.

Peter Curry
Computer West

                    "White Men Can't Jump" Preview!
                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Sb: #Preview
Fm: Laury Scott [ATARI] 75300,2631
To: All

Since it is Friday and the weather is nice I just thought I would give
you all a little 'preview of coming attractions'. I walked past one of
the offices today and watched 4 people playing White Men Can't Jump
using the Jaguar (look for a summer release) 4 player adaptor.

That's right - 4 people playing together on one TV - one player
controlling each of the players.

From the shouting and excitement coming from that office it looks HOT.

-Laury

Comments regarding last week's game preview video, from CompuServe":

Sb: #77404-#Game Previews-Long Post
Fm: Darryl Still Atari Europ 75300,2632
To: Larry Tipton 74127,601 (X)

Thanks for posting this. As the person who put the video together I'd
like to post back a few comments/explanations and clear up a couple of
points.

Firstly the sound on Primal Rage. this was recorded externally through
an arcade cabinet. there is no sound in the Jag version yet.

Blue Lightning was recorded from the developers kit. using a version
of the game which was far from complete. Expect major improvements.

Highlander was also a very early version. We did receive a later, better
version for ECTS, bit too late for the video shoot.

The Demolition man on the tape was a direct port of the 3D0 version.
The finished Jag game will not have such large borders.

Varuna's Forces. We also received a more advanced show version after
the shoot I expect big things from this game as it looks a lot of
strategic fun, with a nice arcade balance. With respect to the pauses,
this was due to video hardware problems and did not occur when the CD
was run unconnected to the editing suite we used. They were glitches
that will not occur when you play the game!

F1 - An early version. T-mapping to be added for the CD.

Rayman - We used existing Beta, but there is a much later version which
looks just great.

Ultra Vortex. The date on the tape was conservative and is likely to be
wrong. I hope you will see UV a lot earlier than September. It has not
slipped again.

White Men Can't Jump. Again quite early, but shows the style well and
the "street speech" already a lot of fun to play muthas....whoops the
influence is rubbing off   8-)

Super Kart. Extremely early footage

FFL. the Fight for Life shown was to illustrate how well the texture
mapping worked. There was 2 main problems. a) the version shown only
had a selection of the 40 moves per character implemented. b) the sucker
playing could only use a couple of that selection whilst handling the
pad! I am not good at beat 'em ups and apologise.

Finally to clarify, the tape was not produced as a dealer tape, it was
produced as a looped demonstration for the Atari stand at ECTS.

Regards

Darryl

Sb: #77444-Game Previews-Long Post
Fm: SYSOP*Jeff Kovach 74777,3071
To: Darryl Still Atari Europ 75300,2632

Darryl,

 > Ultra Vortex. The date on the tape was conservative and is likely to
 > be wrong I hope you will see UV a lot earlier than September. It has
 > not slipped again

   The person who wrote the original message on the net has acknowledged
that he made an error, and the date on the tape for this game was May.
Just thought I'd clarify that for our members and your peace of mind :).

     Jeff

User Reaction to the latest JagCD delay, from CompuServe:

Sb: #77566-Jag CD due in August
Fm: Gil Gulick 76347,110
To: Dana P. Jacobson 71051,3327 (X)

Oh, well. Looks like I won't be buying a JagCD after all. August is
just too close Saturnday September 2nd.

I'm sorry, but I am beginning to believe that Atari has been
INTENTIONALLY deceiving us. I don't see how they could possibly be as
far off on the release dates as they have been recently. I have
recommended the Jaguar to friends in the past (after all the CD is only
going to be $150 and it will be available very soon), but I can no

longer do so. I will have to recommend that they wait until the
next-generation systems are available.

I used to honestly think the Jaguar had a serious chance of being
moderately successful. I now seriously doubt it.

Remember, "50 titles by Christmas" then "50 Titles by Summer". There
is ABSOLUTELY NO EXCUSE FOR THIS, ATARI! Nearly all Jag titles have
been six months behind schedule! If this were a few titles, I could
understand it.

Sorry guys, but I am just VERY angry right now.

I think we deserve an answer from Atari. I think Atari has always
heavily relied on word of mouth advertising. Well, right now, that is
what they should fear most.

Gil


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=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
//// Subspace Publishers Announce Dual E3 Videotape Projects
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Subspace Publishers are pleased to announce two new NTSC videotape
projects - "AEO at E3 '95" and "E3 1995: NextGen Debuts" - to bring to
you the best video coverage of the video gaming industry's showings at
May's Electronic Entertainment Exposition (E3) in Los Angeles.

Last summer, hundreds of orders were filled for our "AEO at SCES"
video featuring exclusive interviews with Atari notables, and direct
video and audio feeds from over 20 Jaguar games. Customers were
uniformly pleased at what a direct-from-the-floor videotape brought
them, and Subspace Publishers hope to have lightning strike once
again, this time not only for Jaguar fans, but for owners of/those
interested in offerings for Nintendo, Sega, Sony and 3DO consoles
also!

Christian Svensson and Jim Marsteller both have their bookings set to
attend, and will provide the on-floor talent, shooting on S-VHS. Mark
Santora (Subspace Publishers' own DGA applicant) will professionally
edit the videos on S-VHS or 3/4 inch tape, and all VHS videotapes will
be commercially duplicated.

Turnaround time will be kept to a minimum. The E3 show will take place
May 11-13th, and after editing and duplication, Subspace Publishers
hope to begin shipping orders by May 29th.

//// AEO at E3 '95

The AEO video will focus on interviews with personalities and
exposure for games for the Atari Jaguar 64-bit Interactive Multimedia
System. Every effort will be made to obtain direct audio/video feeds
from floor Jaguar machines of as many games as possible. AEO has
always been regarded as the best source of information on the Atari
Jaguar, both online and off, and we hope to maintain that standing
with this planned two-hour video.

//// E3 1995: NextGen Debuts

But there's more going on at this expo. Nintendo, Sega and Sony are
all expected to debut their next generation video game consoles here,
and 3DO may have a few surprises as well. This two-hour video will
focus on the titles shown on these platforms, as well as a more
general look at E3 itself.

There will be very little crossover between the two videos, perhaps
five minutes worth on each.

Here are the videotape ordering details. If you have any questions,
please write:

--Travis Guy
  Subspace Publishers
  <aeo.mag@genie.geis.com>
  <aeo_mag@delphi.com>
  <70007.3615@compuserve.com>

//// Pricing

Either video can be ordered at a special pre-show price of $15.00 US,
plus shipping. All videotape orders postmarked on or after May 11,
1995 will be for the regular price of $20.00 US, plus shipping.

Only personal checks drawn on U.S. banks in U.S. currency; cashiers
checks drawn from U.S. or large international banks in U.S. currency;
or money orders payable in U.S. currency (Preferred!), will be
accepted. Make all instruments of payment payable to Travis Guy, and
send them to:

                      Subspace Publishers
                      Route 2, Box 53
                      Altha, Florida 32421
                      USA

Orders paid via personal checks will incur a slight delay as the check
must clear your bank first. If you provide a valid Internet mailable
address, Subspace Publishers will be able to confirm receipt of your
order, and shipment of your tape.

All prices quoted are in U.S. dollars. We cannot be responsible for
lost or misdirected mail. For quantity orders (five tapes and over),
contact Subspace Publishers via EMail or post.

This offer expires June 30, 1995. After that date, orders for either
videotape will be filled at a higher rate.

PLEASE DO NOT SEND CASH!

//// Shipping Information

Shipping and handling for up to two tapes will be $3.00 (Priority
Mail) if you live in the U.S.; $4.75 for Canadian and Mexican orders;
$12.00 for European orders; and $16.00 for orders to Australia.

North American orders for one copy each of BOTH videos will receive

free shipping.

The postal authorities promise prompt delivery (U.S. orders will be sent via Priority Mail), but all we can guarantee is that the tapes will be put in the mail promptly. All foreign orders must go through Customs.

                Here is our un-snazzy order form to help you on your way:

            ------------------>8--------- clip --------->8------------------

        Name: _____   Phone:_____

Mailing   _____   Internet
address   address: _____
        _____   (For Confirmation)

                                          #C# # # # # # # # # # # #
              City:_____   #
                                           # Mail this order form to:
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> ONLINE WEEKLY STReport OnLine   The wires are a hummin'!
  """"""""""""""""""""""""""""""""

                         PEOPLE... ARE TALKING
                         =====================

On CompuServe
----
compiled by
Joe Mirando
CIS ID: 73637,2262

Hidi ho friends and neighbors. Another week has come and gone with its
own special combination of fun, info, news and all the other things that
make our lives interesting.

Early this week a good friend of mine sent me a fax labeled "URGENT".
Now, I don't remember ever having gotten a fax from this friend before,
so I quickly grabbed the flimsy paper as soon as the fax had been fully
received.

"VIRUS ALERT! VIRUS ALERT" was what struck my eye first. It seems that
someone reported a new virus that could be transferred not by programs
as normal viruses are, but by e-mail. Simply reading a message that was
titled GOOD TIMES could wipe out your hard drive. And if that wasn't
bad enough, it would also make sure that copies of itself also got sent
out to anyone in your online address book.

I chuckled a bit because I had heard the same rumor almost a year ago.
That one turned out to be either a hoax or a false alarm, just as this
one will. Current computer wisdom holds that a virus must be
transmitted via a program because instructions need to be carried out,
memory addressed, and peripherals accessed. Simply reading a text file
cannot transmit a virus. The process simply lacks the elements
necessary for a virus to 'do its stuff'.

Well that, as I said, is the _current_ wisdom. Who knows what the
future will bring. It may well be possible to transfer a virus in this
way... in the future. Back in my early days of computer usage, I was
told by my professor that there was no way to change the portions of the
operating system that were in ROM in our Apple][+'s.

I've never been one to take statements like that at face value, so I
thought about it for a while. Let's see... first, we should copy the ROM
portions of code into RAM. Tricky, but do-able. Now all I had to do was
substitute some of my codes for the originals and tell the rest of the
operating system to look at the RAM copy instead of the ROM copy. Well,

that wasn't so hard after all. The problem was that one of my codes
caused the machine to 'tick' the built-in speaker repeatedly so that it
sounded like a canary with the hiccups. After a long night of trying to
nail down the problem, I decided to hang it up until the following day.

I turned off the light to the computer lab and started off for my dorm
room. On the way out of the building I met up with my professor and
exchanged greetings. I was about half way to my dorm when I realized
that I had not re-booted the computer... my 'version' was still
running. If the professor tried to print anything out, the feathered
bug, as I later named it, would fill the computer lab with its
monotonous song.

I raced back to the lab and entered just as the professor hit the enter
key and tried to print out a classroom notice. Damn! Too late. He
heard me panting from my race against time and turned. Then he heard
the chirp and, without skipping a beat, yelled "What in the hell did you
do"?

I explained, as I removed his floppy and re-booted the system, that I
didn't believe that there was anything that _couldn't_ be done with a
computer and so had 'messed' with the operating system.

Once I explained what I had done he relaxed a bit and even offered to
help me hunt down the bug. I don't remember if we ever found it or not,
but from that day on, every time there was a computer glitch, he would
look at me and ask "Any special projects running today, Joe"?

The moral of the story is ...
Never say never.

Well, let's get on with the reason for this column... all the great
news, hints, tips, and info available every week right here on
CompuServe.

From the Atari Computing Forums
===============================

On the subject of noisy hard drives and cooling fans, Carl Katz posts:

  "...I have been thinking about mounting my hard drive under my computer
  table station, which would definitely cut down on fan noise which
  intrudes on the high frequency range. Whenever I am doing crucial work
  such as mixing, I don 't even turn on my hard drive and use my floppy
  drive since once my sequencing is finished I don't need the speed of my
  HD."

Frank Heller tells Carl:

  "I guess I can deal with the minimal fan noise that comes out of the
  NuDesign 1.2gig HD in my control room. It was the indamnible noise from
  the Falcon that almost drove me looney. That turned out to be both the
  80meg internal HD and the fan. I removed them both. That led to an
  interesting discovery: You can't format or partition an external HD
  without the internal HD's presence>>>UNLESS<<< you instal ICD's
  ICDBOOT.PRG (v6.5.2 I think). Then, you can have an external HD without
  the accursedly noisy IDE internal drive. If you use Cubase Audio

Falcon, this software is an ABSOLUTE must. It solves a lot of problems
TOS4.04 causes for HD audio recording."

Albert Dayes of Atari Explorer Online Magazine tells Frank:

"The most current version of ICD software is 6.5.5."

Chris Roth asks Albert:

"Does the current version of ICD software still create
AHDI-incompatible partitions?

If yes, there are other, at least as fast and reliable hard
disk-utilities/drivers?"

Frank Heller asks Chris:

"Well...now you've got me curious. What is an ADHI-incompatable
partition? Once I've formatted partitions with ICD...I am actually able
to use HD's larger than 1gig and partitions larger than 256meg. For CAF
use...this is wonderful. With AHDI/HDX you can't. I threw those crappy
little utilities out of my system over a year ago and haven't looked
back since. (I see I've typo'd AHDI in my second
sentence...goodness..it's been so long since I used it that I've
forgotten how to spell it.)"

Simon Churchill tells us:

"To those who may be interested. 8-)

A compatable 'AHDI' partition is simply thus:

(X Bytes logical sector = 1 sector) * 32768   (Doubled if TOS =>1.4)

 Where 'X' is 512, 1024, 2048, 4096, 8192.

Ok it's a bit thin I know but the basic idea when the AHDI was first
used was each sector equaled 512 Bytes. TOS'es blow 1.4 could use
32768 sectors which meant a partition size of 16Meg.   TOS's 1.4 and
above has this figure doubled and can use 32Meg partition's.

A compatable AHDI formated drive MUST have the first partition
formated as a normal GEM type which is 16Meg (or less) or 32Meg (or
less) dependent on TOS used. The following partitions are normaly
called BGM partition and can be up to 16 times larger. That is insead
ofusing 512 Byte sector's, X byte logical sectors are assigned to each
sector.

So we still have 32768 sector's (TOS <1.4), (Double for TOS =>1.4) but
the logical sector can be 512, 1024, 2048, 4096 or a maximum of 8192
Bytes in length. That mean's we have 32768 sector's each up to a
maximum of 8192 Bytes making a maximum sized AHDI compatable partition
of 256Meg. (512Meg for TOS=>1.4)

And giving on a suitably sized drive(s) a maximum of 3.5Giga Bytes for
TOS <1.4 and 7Giga Bytes for TOS =>1.4.   8-)

Now how's about that for some starage space!

This compatability gives a maximum of 16 times partition size over the

original AHDI system and is still backward's compatable. I have a
270Meg drive in my towered system (STFM) and I have set it up as
follows.

   C: About 14Meg (GEM)
   D:-K: 32Meg (BGM's)

   The reason for this is I have TOS 1.2 and 2.06 in the tower and
   require the back compatability for some rograms which don't like TOS
   2.06.

   So I am using 8 partitions and each is using 1024 Byte Logical
   Sector's with 32768 actual sector's (Compatability for TOS 1.2) giving
   me 32Meg partition's.

   Each has been assigned to a different type of program. EG

  C: is for boot and utils.
  D: is for WP
  E: is for DTP
  F: is for something that I can't remember. Could be STOS
  G: - J: are for music art sampling and games.
  K: is reserved empty at all times for odd commpressions, decompressions,
     Partition to partition copying and somewere safe to save a file IF
     the Partition it would normaly go in get's full. (With sound
     sampling a few 3.5Meg files soon fill a partition!)

   Well, I hope this has clouded your mind!

   PS - I have a towered STFM with 270Meg HD and TWO PSU's inside and NO
        fan, all is cool. (Got a built in heat monitor near the PSU's to
        worn me - just in case!)   I don't realy notice the drives whrrr
        it's SOOO quite, Even at 4am when I am playing Frontier........."

Frank Heller tells Simon:

   "Quite the little history lesson, Simon. I am downloading this for
   future (unclouded) reference. Nice job. Thank you, I appreciate the
   info."

Greg Montano asks another hard drive related question:

   "I have a question with ICD 6.5.5 I am currently using it and have a
   slight problem. I have a 540 meg drive. For some wacky reason when i
   format with 1 partition to 540 megs, the drive apperas to work, but I
   can't get the boot sector recognized with Diamond Edge. But if I make
   two partitions, 1 5 megs and the other 53 it works? For some reason
   thats the default that ICD pro gives the 5 meg and the 535. This is
   not my boot drive but a secondary drive. I now plan to use my syquest
   270, so this may be mute, but what could this be?"

Frank Heller tells Greg:

   "Send some EMAIL to ICD: Tom Harker. They have a forum section on GO
   ATARIVEN. I think the guy that wrote the software will give you a
   better answer than I ever could. BTW: I don't have a clue."

Mark Westendorf tells us that he's...

   "Looking to replace a mouse for a 1040 ST. Anyone know where I can get

one? ANd can an IBM mouse be made to work on an ST?"

Frank Heller tells Mark:

  "There are two decent mice replacements (as far as I know) for the
  Atari. One is a device known as the Beetlemouse. The other is made by a
  company called Golden Image. Both of these units have hardware drivers
  that are INFINATELY superior to the stock Atari units. Try one for 3
  seconds and you'll immediately know what I'm talking about. I think you
  can get these thru TOAD Computers 800-448-8623. As to modifying an
  IBM...I dunno. The early Golden Image's had a switch that let you
  choose Atari or PC operation...so it may be possible to modify a PC
  mouse."

Matthew Szewczyk tells mark:

  "An IBM mouse won't work. Try getting a Golden Image mouse - they work
  great, alot more sensitive and faster on the roll."

Albert Dayes adds:

  "The Golden Image mouse is around $34 or so. It is available from Toad
  computers and other Atari dealers. There are some drivers that allow
  STs to use PC mice but I have no experience with them personally."

Sysop Bob Retelle tells Mark:

  "As the other messages indicated, there are a few direct replacements
  for the Atari mouse that are very good...

  Also, you CAN use a PC mouse, with some changes..

  DMC Publishing sells a software driver that will let you use a PC
  serial mouse with no hardware modificatons.. they have a section in
  the Atari Vendors Forum (GO ATARIVEN) for more information.

  You can modify the connections to a PC *bus* mouse to use it directly
  on an ST with no software changes. We should have several text files
  in our libraries here that tell how to do that.. try searching with
  keywords like IBM and MOUSE."

Mike Myers asks for...

  "Help (Again)

  I'm having a most interesting time right now. It seems that something
  or other keeps corrupting files, and it seems to be associated with one
  hard drive partition, C. I cannot load Neodesk, because the Neodesk.exe
  file seems to be shot. Also, I moved my wordprocessor, Wordwriter to
  partition D, because it was (possibly) making it impossible to get
  anything but a coloured screen, with no icons. One time, I
  repartitioned the hard disk, hoping to clean out whatever was causing
  the trouble. The C partition has been zeroed, using Diamond Edge twice.
  Somebody give me some suggestions, I'm just waiting for the next time.
  I still have the STe Language disk that came with the ST1040, would
  putting that back thru and rebuilding work?"

Albert Dayes asks Mike:

  "Did you check your DMA cable? What host adapter are you using? Are

you using ICD and if so what software? Have you tried reformatting?
Also it might be a problem of loose chips (MMU, SHIFTER and DMA) that
need to be reseated."

Mike posts:

"First, this is an odd one, but a lot of people have given me good
advice lately in this forum, and because of problems with corrupted
software, I haven't been able to say "Thank you". If you're one of
them, thank you. Second, I have GDOS that came with the software. I
tried to get Fontgdos to work, as downloaded from a library, but either
it was corrupt, or my system corrupted it. So, how do you install plain
old GDOS? Is there anything in a library that would help, such as
directions? I have GDOS.PRG, and double clicked it, but nothing
happened."

Simon Churchill tells Mike:

"Welcome to the land of GDOS, I am a bit of a guru on GDOS these day's
as I have used many of the ahum releases.

If you have FontGdos and require some help in installing it then look
up a text file which was a reply I wrote but got stored in the library
by request from other's. (Those sysop's are lovly guys)

First the main GDOS.PRG should be put in the AUTO folder as it is
required to load as the machine boot's. Ie before gem get's in full
swing.

But, before GDOS is any good you need a directory with some font's in
it and preferably a printer driver.

First the directory is normaly call 'FONTS' or 'GEMSYS' these are the
most common anyway.

In the directory shoud be screen and printer font's at variouse sizes EG
  SSS012RM.FNT
  LSS012RM.FNT

This is not a be all and end all as the format of the name changes
quite abit, there is no real common standard but you will find a few
guide lines in variouse text's.

The first letter in the above is 'S' for screen and 'L' for a laser
printer or a 300*300 or 360360 Printing device.   The next two are the
type face name, I have used 'SS' in the examples as SANS SERIF. The
numbers '012' means the font is a 12 point font. (there are 72point's
to the inch so a 12 point font is about 1/6 of an inch high) The 'RM'
stands for Roman or upright. Sometimes you get 'I's for itablics, 'B's
for bold, 'C's for condenced, 'O's for outlined and other's.   You
know it's a FoNT by it's extension.

Once all the required ont's are collected together you need a printer
drive for your attached printer. This gose in the same directory.

Once all that is sorted all you need is the ASSIGN.SYS file, this is
what the GDOS program will first look for as it boot's and contain's a
PATH to the font's and driver's, a list of the FONT names for each
screen resolution, a list of FONTS after the printer driver entry for
the printer's FONT's.

This file is placed in the root directory so that GDOS.PRG can find it
when it is executed.   If you then run a GDOS compatable program like
Timework's DTP (After fontwid - this is for timeworks only, it's a
special program that check's high detail's and put's the info in a file
called publish.wid which timework's need's to load) you then get access
to the font's for the screen ad printing.

Look out in the lib's for all TXT files to do with GDOS and if you
don't have it a complete download of the GDOS main archives.

These are essential files!!

Have fun and let's me now how you get on."

Frank Heller reminds us of one of the most important rules in the
computer world:

"First rule of Maintenance: If It Don't Work...Whack It. Once is
Maintenance, Twice Is Abuse. 90% of everything that goes wrong with
electronic gear is mechanical in nature. Your story proves the point,
once again. Glad it's workin'."

John Randone asks about using a CD-ROM with his Atari:

"I downloaded the CD list for atari computers, and finally got it
unarchived with ST ZIP 2.6. So now, if I wanted to get a CD ROM for my
ST, what kind of hardware and software do I need? I suppose the items
I've listed below, plus more? If more, what else? Thanks for your
help.

Hardware: any SCSI compatible CD ROM drive, 2x or better. This can
plug directly into the second terminal of my Double Hard Disk Deluxe
Case.

Software: Extendos to enable the system to recognize the CD ROM, as
well as VARIOUS READERS to be able to retrieve the data from the disks
on the list. Each reader can only read the data for the particular
disks listed.

Are these readers commercially or otherwise available? Where can they
be obtained, and at what cost? Also, do any of these things do the
"tricks" the Windows ones do? Like showing sound and motion clips of,
say, a beating heart? Or a helicopter in flight? Or any kind of
interactive activities?"

Greg Kopchak of It's All Relative Software tells John:

"You need a SCSI-2 CD rom drive, ExtenDOS Pro (available from us or
from all the better Atari dealers), and connecting cable. On a ST or
STe series you also need the Link or AdSCI Plus adapter. For a TT or
Falcon all you need is the cable.

The revised CD list coming in May will have over 1,100 titles on it.

For an animations disc, we suggest Awesome Animations, Animation
Festival, or Hot Stuff. All three are loaded with tons of animations.

What computer do you have? We can suggest a few animation viewers for
you.

Leave me e-mail with a mailing address and I'll get the latest It's All
    Relative newsletter out to you and the 40 page color catalog of CD's
    from Walnut Creek."

Albert Dayes of Atari Explorer Online Magazine tells John:

    "Software-wise ExtenDOS PRO is the way to go. Hardware wise there are
    many choices. I would consider a 4x drive since prices are not too
    high. Also you need an ICD host adapter on your ST.

    There are a few readers and SARA is one that comes to mind. Greg of
    Its All Relative can tell you the precise details on SARA."

Alberto Sanchez jumps in and asks:

    "What is SARA?"

Albert tells Alberto:

    "SARA is a software program to read different CD-ROMs. One of the CDs
    supported is Compton's Encyclopedia."

Patrick Wong asks:

    "Since you're talking about SARA maybe you could help answer this. I
    have a friend who wants to buy a CD-ROM for his STe and he was
    wondering if he'll be able to run some of his reference CDs. They're
    just basic Windows CD-ROMS that's sort of like the encyclopedia except
    it's nothing but text. Would you know if he'll be able to run this on
    the STe?"

Greg Kopchak tells Patrick (and the rest of us):

    "There are two SARA packages, one that reads twelve DOS CD's........

                    CD-ROM Deluxe Toolworks Reference Library

                        The Family Doctor - DOS Version

                      Sherlock Holmes on Disc (Disc Passage)

                      Shakesphere on Disc (Disc Passage)

                        Multimedia Audubon Animals

                        Wayzata World Fact Book 1993

                          Time Man of the Year

                    The Powerhouse Art History Encyclopedia

                      Software Toolworks Reference Library

                        Total Baseball 1993 Edition

                        Total Baseball 1994 Edition

                      Parenting - Prenatal to Preschool

The other SARA is for Groliers only. They are available through all the
better Atari dealers. You need version 6 of Groliers for use with the
SARA reader.

SARA is not a CD rom driver. You still need ExtenDOS to read the disc.
SARA reads the data on the disc and acts as an interface to the data.

On an STe you can access text and sound. A TT or Falcon is required for
graphics. Most of the value of the discs supported by SARA is in the
text, not in the graphics, so you don't lose too much with an STe.

See our CDLIST.ZIP here in the libraries for over 800 CD's you can use
with an Atari computer. Along with SARA, our Photo Show Pro supports
over 400 commercial CD's in the Kodak Photo CD format or Corel Photo CD
format. Photo Show Pro comes in a special STe version too.

The shareware M.O.S.T. viewer is most likely available for download
here too. With it you can read M.O.S.T. format CD's.

For DTP, there are close to 100 clip art and font CD's that can be used
with your favorite DTP program. Fouch Software just released a special
front end to use with one of these on an Atari. heeler Clip Art has an
Atari CD out too.

There are also fifteen Atari shareware / public domain CD's released to
date including Crawly Crypt 2, just published March 30. Actually it
went on sale April 1 at the TAF Show in Toronto but I hate to use that
date :->

If you have any questions about CD rom and the Atari, feel free to
ask."

Will Dwinnell jumps in and asks:

"I just got here, so I think I may have missed some basic material.
Here's my setup: Atari 1040 STe (1 meg RAM, original TOS 1.06 chips).
The STe is connected to a SyQuest 88 drive, which it shares with an IBM
clone via a SCSI switch box (so only one of them can access it at any
given time, obviously). The cartridge drive/switch box (it's all in
one housing) also has a free port marked "OUT - other DMA". Can I
connect a CD-ROM to the STe? So that both the IBM and the STe can use
it? Oh, the controller is an ICD+."

Albert Dayes tells Will:

"In the library there is a list of all known CD-ROM titles that work.
It was uploaded by Greg of Its All Relative. From what I recall it is
close to 1100 titles in that list (that work on the ST).

It really depends on what CD-ROM title authoring software was used. I
would assume if they require Windows they probably use something that
proprietary. Greg of Its All Relative can give you more details on how
SARA works."

Woody Windischman asks an interesting question:

"Something I always wondered...

On the original 520ST boxes, they have lots of screen shots. If you
look carefully, you will find that several of them represent the

TOS/GEM desktop in a HIGH-RES COLOR mode that never existed. Anyone
   here know where those shots came from?"

Albert Dayes tells Woody:

   "I do not recall those screen shots on the 520ST boxes. I could guess
   that the shots were either from a prototype machine or the PC version."

The last item this week is from our good friend Doug Finch. He posts:

   "Congratulations are in order for Brian Gockley @ ST Informer...and
   his lovely wife Angela. A few days ago (Tuesday, I think) Angela
   delivered their second child, David Andrew, an 8-pound, 6-ounce bundle
   of joy. If we don't see Brian in the Atari forums for a few days, I
   suspect he might be catching some shut-eye from a demanding evening
   schedule..."

Well, that's it for this week folks. Congratulations to Brian and
Angela Gockley....

And to you for making it all the way through this column! <grin>

Tune in again next week, same time, same station, and be ready to listen
to what they are saying when...

                         PEOPLE ARE TALKING

         """

                     STReport's "EDITORIAL CARTOON"
                     """"""""""""""""""""""""""""""""

> A "Quotable Quote"   A true "Sign of the Times"
   """""""""""""""""""
                      WHERE ARE THEY WHEN WE NEED 'EM?

Hey NEWT!! Wanna do something for your country and the taxpayers??

          STOP THE GASOLINE PRICES FROM GOING THROUGH THE ROOF!

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